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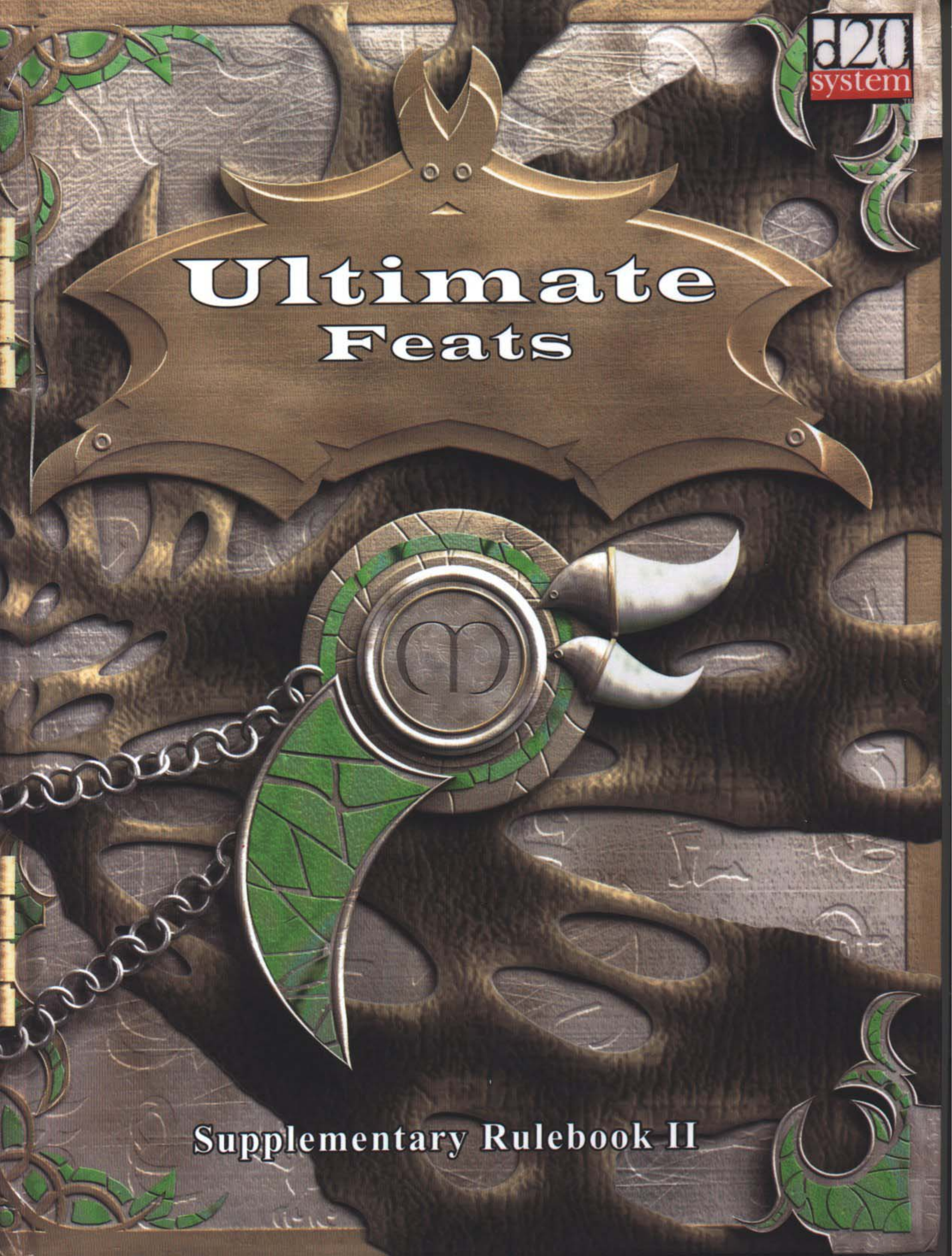

Ultimate Feats

Supplementary Rulebook II

Ultimate

Feats

Alejandro Melchor

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INTRODUCTION

Feats are an innovation in the d20 system, breaking down some of the old class characteristics into special abilities that any character with the right qualifications can learn. They represent a person's capacity for great accomplishments and are one of the most powerful tools for customising a character. Fighters are no longer a tired hack-and-slashing stereotype and wizards are not restricted to the strict formulae of spell descriptions. With a careful acquisition of feats, the fighter can become a force to be reckoned with in mounted combat or a canny combatant that takes any advantage on the battlefield, while a wizard can learn to make create magic items or opt to manipulate the parameters of his spells.

A feat alters the way a character functions. The strongest barbarian will not deal the same amount of damage as a weaker one who knows Power Attack and Weapon Focus, and whose rage may last longer and give greater benefits. In the same way, the most dextrous rogue cannot position himself in the battlefield as advantageously as one with the Dodge and Mobility feats, not to mention one who knows new and creative ways in which to use his sneak attacks. Feats introduce variants and innovation to the characters' features and a chance for a player to come closer to the concept he had in mind when creating it.

ULTIMATE COLLECTION

Ultimate Feats, is the second *Supplementary Rulebook* of the *Ultimate Series*, compiling some of the best feats available. Designed to be seamlessly slotted into any fantasy-based d20 games system, as well as a smattering of feats for more modern settings, these sourcebooks offer the best of the best that has appeared in terms of rules and options for fantasy d20 games, as well as new material that can be easily included in any campaign. Players and Games Masters will find a wealth of options to enrich their characters and antagonists.

ULTIMATE FEATS,

The primary purpose of this *Supplementary Rulebook* is to present players and Games Masters alike with a selection of the best feats for any kind of character, for any purpose. These feats are drawn from the best *Mongoose Publishing* has printed in the past year, but also includes Open Game Content material from the *Core Rulebooks*, many other sources and brand new material you will not find anywhere else. From exotic combat training to the ability to cast spells in new ways, the feats cover a wide range of functions and are classified into broad categories for ease of use. Such classification is not absolute, as many feats cross the boundaries between kinds of tasks, adding new dimensions to characters' abilities and capabilities, regardless of their career choices.

Players will find new areas for their characters to specialise, fine-tuning existing abilities or gaining entirely new ones. Games Masters will find a treasure trove of feats to spice up their campaigns, including unique skill paths and ways to make encounters if not tougher, at least more interesting, by equipping Non-Player Characters and monsters with some of these feats.

USING FEATS

Feat

1: ACT, DEED

2: a) A deed notable especially for courage. b) An act or product of skill, endurance, or ingenuity. Synonyms *feat*, *exploit*, and *achievement* mean a remarkable deed. *Feat* implies strength or dexterity or daring; *exploit* suggests an adventurous or heroic act; *achievement* implies hard-won success in the face of difficulty or opposition.

- Merriam-Webster's Collegiate® Dictionary

As the dictionary definition states, a feat lets a character exceed his limits and perform a… well… a *feat* of extraordinary ability. The number of feats included in the *Core Rulebooks* pointed the way for others to devise their own, as the mechanic itself is fairly simple: a character receives a feat at character creation to differentiate him from others from his class, and gains more as he grows in experience. Some races receive more feats than others, and some classes' features are nothing but feats.

Players can use feats to narrow the paths of expertise they want their characters to follow. A spellcaster may spend all his available feats in metamagic, which allow him to bend the rules of spellcasting to fit his needs. Other characters may opt to enhance their skills, saving throws or any other feature upon the character sheet so that they can deal with some situations better than the average person. Whatever the player's idea of his character is, he can find feats that will help him make the character into that shape, like well-aimed chisel blows that will define the fine features in a sculpture, once the general shape (race and class) is decided.

This book classifies feats in twelve broad categories depending on the purpose they serve, though some of them overlap a little.

Feats of the Arcane

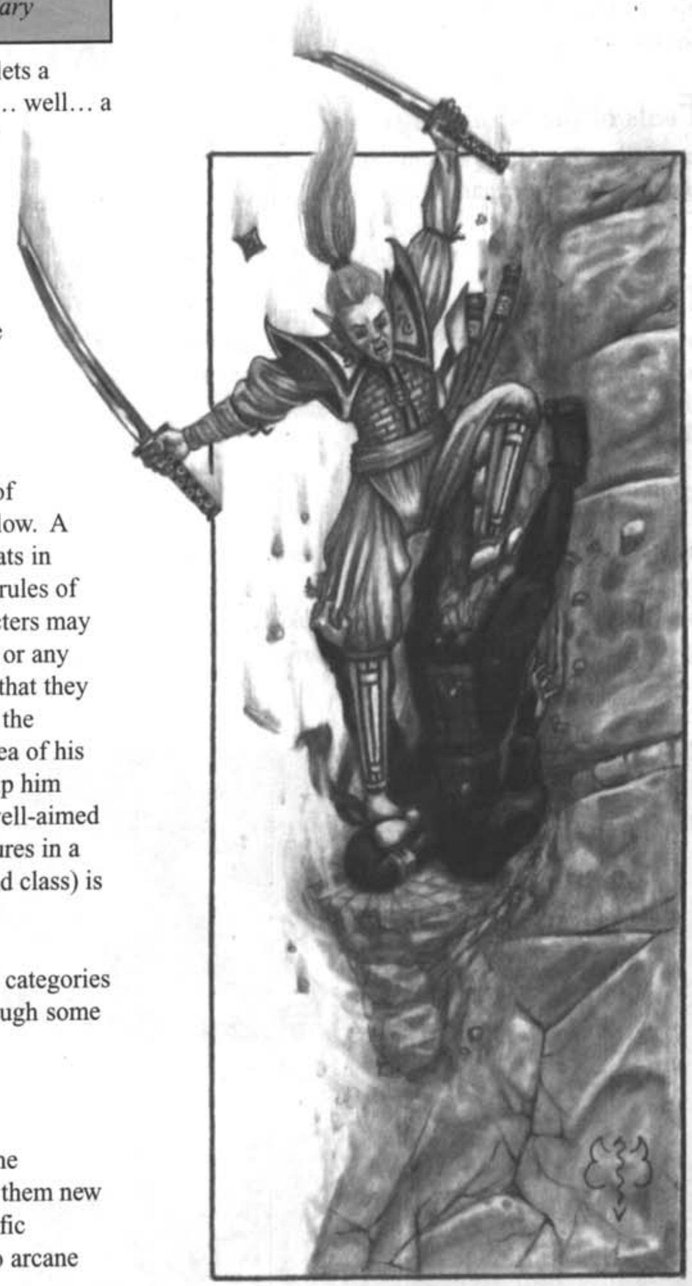
are all those special abilities that let arcane spellcasters increase their power, or grant them new sources of power. Included here are specific metamagic feats that are only available to arcane spellcasters.

Feats of Arms,

as the name implies, includes all the special abilities that influence violent conflict, from the training necessary to wield weapons, don armour and ways to do it *better*, to special offensive and defensive moves the character can perform during an encounter.

Feats of Blood

are race-specific feats, solely available to members of a particular race, that enhance or diminish features of their blood.



Feats of Crafting

are all those feats concerned with the creation of magical items.

Feats of the Divine

comprises those feats aimed at divine spellcasters, whether clerics, druids or paladins.

Feats of the Mind

stand on their own as ways to expand psionic capabilities, from a more accurate control of psionic powers and forging psionic items to special talents unique to those who use the power of the mind. It also includes those item creation feats specifically for the creation of psionic items.

Feats of the Monstrous

comprises those feats that are aimed at creatures, as opposed to player characters or Non-Player Characters.

Feats of Power

are metamagic feats, excepting those that are solely available to arcane, or divine casters. The chapter therefore contains the more general metamagic feats, available to any spellcaster.

Feats of skill

is a catch-all chapter, containing all those feats not specifically found in one of the others, most noticeably feats intended to improve skills or non-specific spellcasting abilities of a character.

Feats of Song and Stealth

comprises the feats aimed at bards or rogue-type characters, whether the improving of a bard's song abilities, or the stealth and versatility of a rogue.

Feats of Today and the Future

are a selection of feats intended for modern-day roleplaying in the d20 system.

Feats of the Unliving

comprises feats, and accompanying rules, intended for necromancers and those who deal with the undead.

WHAT IS A FEAT

In the d20 system, a feat is a special ability intended to give the character additional capabilities beyond the basics set in the character's race and class. They are different from skills, as those are specifics areas of knowledge or ability and specific actions that the character knows by learning, practice or talent. A character can devote time and effort to a skill and become *very* good at it but his actions are limited to what the skill was defined to do. Feats, on the other hand, are things the character does that go beyond normal learning. They can also come from training and talent, but these are rarer expressions of skill and talent, like a spark of genius that permits the character to do things nobody with the same level of skill is able to do.

All fighters know how to fight defensively but only one with the Expertise feat knows how to control that defence to suit his purposes. A 6th level rogue can only add up to nine plus his Dexterity modifier to a Pick Pocket check, but a rogue of the same level gets to add two more thanks to his Skill Focus (pick pocket) feat. A strong barbarian can punch his opponents silly with his great Strength but a cleric with Improved Unarmed Strike will not elicit a pre-emptive attack of opportunity.

As a general rule, a feat is a permit for the players to bend – or even break – the rules of the game, mess with the numbers and give their characters the ability to do things they normally would not be able to do.

When creating feats, it is easy to go overboard and make one that is extremely specific. Certain effects should not require feats; If an archer wishes to pin an opponent's cloak to a nearby wooden wall, the Games Master should not require a Cloak Pinning feat, but merely penalise the character's attack roll. Following the definition in the previous paragraph, a character with Precise Shot should be able to shoot that pinning shot with little extra effort. That other feat already allows him to do extremely accurate shooting without needing to waste another feat just so he can make holes in someone else's clothes.

THE LIMITS OF FEATS

Feats are not magical powers. At least, most of them are not.

Feats are not a player's weapons to screw with a Games Master's plan. Neither are they Games Master tools to ruin a character's life.

Feats allow a character to do things he *would not* be able to do, rather than things that he *should not* be able to do. No feat should allow a good cleric to spontaneously cast *inflict* spells, nor a paladin to stray from his lawful good alignment.

A feat is something the character could learn to do, and this is both the easiest and the most difficult area to define when creating feats. There is no reliable way to measure the game balance of a feat, as its effects may not be numeric at all (any Item Creation feat), do not apply directly (Mounted Combat) or have their own rules subset to define their effect (Leadership). As acquiring a feat lets a character get away with whatever it allows him to for the rest of his life, the Games Master should be very careful while allowing players to pick up new feats. Even the feats from the core rulebooks can have subtle but significant effects on the game. A Games Master can no longer incapacitate a sorcerer with a *silence* spell after he acquires Silent Spell, for example.

The easy way to limit feats is through their prerequisites. Common sense is the best tool for defining what the character needs to comply with to select a feat. As feats are extraordinary things a character can do, it is perfectly feasible that he can perform such feats if he is extraordinarily talented to begin with, as is the case of prerequisites that require him to have a minimum score in an ability.

Other limiting factors are the character's path of learning. For complicated abilities, this means that they have other feats the character needs to know in order to expand on them with the new feat. The archery feats are a perfect example of this, as they require that the archer is a good shot to begin with (Point Blank Shot) before learning to shoot further, faster and more accurately.

Another limiting factor is character and class level, and derivatives: base attack and save bonuses. Precise class levels are generally a bad idea, as they can be too narrow in determining what characters may select them. Item Creation feats go around this by requiring 'spellcaster' levels. Consider that seven out of eleven core classes are spellcasters in one way or another. Base attack and save bonuses define which kind of character will be able to purchase the feat sooner, as those values increase faster for some classes than for others, however, they do not say those other classes cannot select that feat, only that they must work harder for it.

Then there are the feats that require no prerequisite. These are commonly the base of a feat chain (such as Power Attack), or one-time boosts to something on the character sheet. Among extraordinary deeds, the feats with no prerequisites are the simplest to achieve.

PROGRESSION PLANNING

Flipping through this volume can excite everyone about all the new abilities one can add to a character. There is a big downer, however, in the fact that a character, when not taking the class into account, only gets six feats in *his whole adventuring career*. Even a 20th level character, able to down opponents with a single blow and bend the laws of the universe to his will only gets six feats as a character – seven if he is human. Classes such as the fighter, wizard and rogue give characters additional feats along the way, with the first two restricted to combat or magic-related feats. Classes such as the monk or druid frankly do not need any more abilities, while the sorcerer and the ranger could do with a couple more.

This requires care in the selection of feats and possibly some future planning. It takes a lot of time and effort to get a character up to 12th level, and he

will only have four feats (five if human). A 12th level fighter will, of course, have seven additional feats but, considering he does not have much else, it is a fair trade. If you like a feat, take a long and careful look at its prerequisites and what it is a prerequisite of. Long feat trees are mostly combat abilities and thus only fighters can follow them along with their extensive feat repertoire.

This is something to consider when creating new feats. If they have too many prerequisite feats, nobody will be able to get to them unless they dedicate their entire lives towards that goal, limiting their options down a very narrow path, which is somehow contrary to the whole idea of feats as a tool to personalise the character.

KINDS OF FEATS

System-wise, feats can be classified in gross categories. 'Gross' meaning that they are not entirely accurate or exclusive, and not even complete. As people think of new fighting styles, abilities or see some rule ripe for bending, new feats are bound to fall out of any category.

Enhancement Feats: These feats add bonuses to dice rolls, be they saving throws (Iron Will, Great Fortitude, Lightning Reflexes), attack (Weapon Focus) or damage (Weapon Specialisation) rolls and skill checks (Alertness, Skill Focus). They can also add a bonus to other non-random values such as Armour Class (Dodge) or the DC of a spell's saving throw (Spell Focus). These feats are simple and often do not require much in the way of prerequisites. Some, such as Power Attack and Expertise, add a bonus by subtracting from another value.

Booster Feats: What these feats achieve is what enhancement feats fall short of – they help a character to better themselves at something they can already do. Most of the Metamagic feats fall into this category, as they let a spellcaster cast a better spell at the expense of an increased level. Other booster feats are Extra Turning, which lets clerics and paladins turn undead more often, while Run increases a character's running speed and Spirited Charge increases the damage of the mounted charge combat action.

Rule-bending Feats: This is a very broad category and fun as hell to enact. These feats give the character permission to do something that is forbidden for other characters. They let a character throw his weight against an opponent or strike at its weapon without provoking an attack of opportunity (Improved Bull Rush and Sunder), let him move, attack and move again (Spring Attack or Ride-by Attack), cast a spell without performing the gestures (Still Spell), use two weapons without all the penalties (Ambidexterity and/or Two-Weapons Fighting), let him use his Dexterity instead of his Strength when using a certain weapon (Weapon Finesse), etc. They take one of the system's basic rules and create exceptions as the character with such a feat is, by definition, exceptional.

New Ability: There are limits to what a character can not only do, but even know how to do. Some feats poke holes on those limits, granting the character an ability he did not have before instead of making him better at one he had already. The character may know how to handle a unusual weapon (Exotic Weapon Proficiency), create a magical item (all of the Item Creation feats), knock arrows out of the air (Deflect Arrows), attack everyone next to him (Whirlwind Attack) or reliably follow a trail (Track). These feats have their own rule set to explain what the character can do after acquiring the feat or they may simply remove penalties imposed.

Class Ability: A feat like this can be dangerous for game balance, for it will grant a character one of the abilities of another class. The core feats do not include any for good reason: it is unfair for characters who took that other class as their ability is no longer unique. Some classes, such as the monk and the ranger, get some feats for free (Track and Improved Unarmed Strike respectively, among others), but this is only because it makes sense for the classes to have those abilities, and it makes as much sense those other characters may know how to do them, which is why the abilities were made into feats and not restricted to class features.

FEAT TYPES

The rules divide the feats in clear and identifiable types depending on what effect they have on rules. They are different from the categories outlined above in that, well, they *are* part of the rules and not the result of observation. The types also define who is able to take the feat in the first place, and each group has special rules that govern how every feat of that type works. The type is listed between parentheses next to the feat name.

General: Anyone who complies with the prerequisite can take a general feat. They are abilities that can be learned through practice as well as natural talents and there are no common rules that dictate how they work. A character can take a general feat with the slots he gains every three levels, regardless of class.

Metamagic: These feats allow spellcasters to mess around with how their magic works. Depending on the severity or the change, a spell is cast as if it was of a higher level in order to preserve game balance. Any spellcaster can take a metamagic feat, although there are special restrictions here and there (a bard can never take Silent Spell, for example).

Psionic: Any special ability that involves psionic power points and is not a manifestable power or a psychic combat mode is a psionic feat. They are simple abilities that change how a psionic character uses his talent. Many of these feats require that the character must have a constant pool of remaining power points or they cease to function. The more useful the ability is, the more points the character must leave unspent if he wants to keep enjoying its benefits.

Metapsionic: Like metamagic feats, their metapsionic counterparts allow the character to change the parameters of a psionic power. The power takes more power points to manifest instead of becoming a higher level power but it is basically the same game balance philosophy.

Item Creation: If a character wants to become a crafter of mystical items, this is the way to go. Item Creation consists of Craft skill checks and the expenditure of a lot of money and experience points. Each kind of item has its own creation rules but they all have in common the fact that the cost in experience is 1/25 that of the final price in gold. Note that regardless of the method used (arcane or divine magic, or psionics), creating an item with supernatural properties is always the territory of Item Creation feats.

Special: This category is meant for those rare feats that are available only to a certain class, by virtue that they affect a class ability or are logical paths only a member of that class could take, but is not forced to. It is a tricky type, as some of the feats could easily be general feats if a prestige class could possibly take it. Whether a feat is general or special depends a lot on perspective. A feat could still be restricted to a certain class by adding a class feature to the prerequisites (such as barbarian rage or bardic music). Special feats require a particular class, and prestige classes with similar abilities do not count.

Fighter Feats: These are not strict types per se, but merely designators. Feats with the (Fighter) designator are actually general feats. However, they may be chosen by a fighter character as one of his bonus feats.

FEATS OF THE ARCANE

Feats of the Arcane presents those feats most suited for the practitioners of the arcane arts: wizards, sorcerers and bards. Collected here are the feats specifically noted or intended for arcane spellcasters, including metamagic feats usable only by an arcane spellcaster.

Absolute Authority (General)

Your will is so strong that even when those under your control would be able to free their minds, you can force them to obey you.

Prerequisites: Ability to cast enchantment spells of 3rd level, Cha14+.

Benefit: When a subject under the effects of one of your charm – or compulsion – designator spells would normally be released because of a condition of that spell or an outside influence trying to break the spell, you may make a Charisma check (DC 15 + level of the spell).

If successful, you force the subject back under control. This attempt can be made only once. Whether it succeeds or not, this check can not be tried a second time if conditions allow the subject a second chance of escape.

This feat does not allow you to force a subject back under control if the condition that frees him is the end of the spell's duration. Similarly, use of this feat does not extend the duration of any spell beyond its usual limit.

Normal: A spellcaster cannot resist the breaking of one of his spells beyond the caster level check initiated by a *dispel magic* attempt.

Absorb Spell (Metamagic)

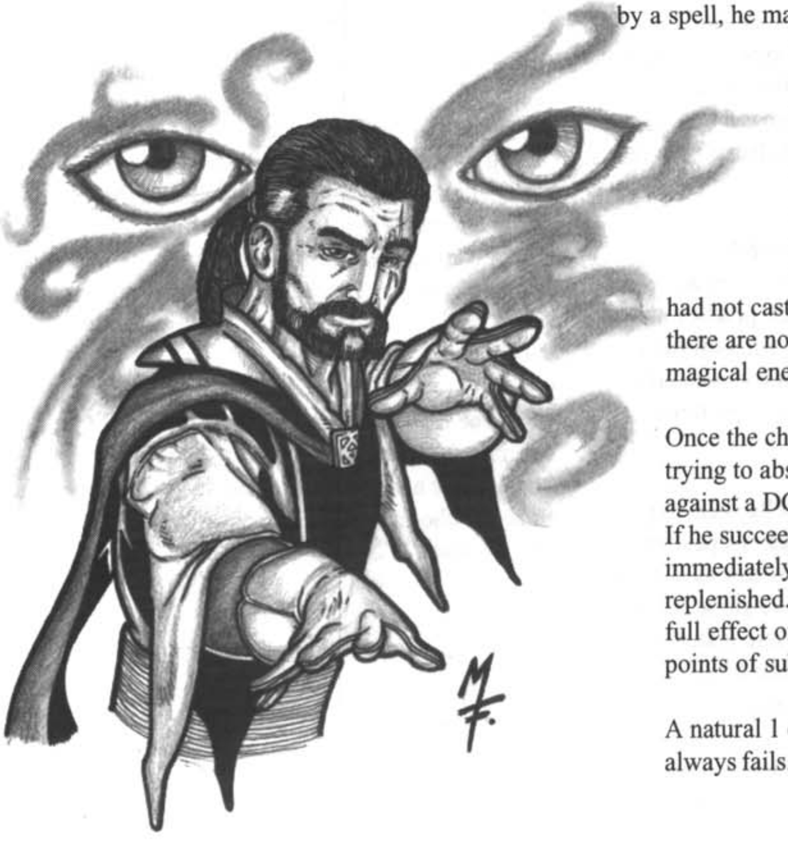
You can absorb magical energy and use it to power your own spells. This is one of the most powerful, and most dangerous, abilities a sorcerer or bard can learn. It is the ability to take pure eldritch power and reshape it, bending it to your will in a way no bookbound wizard could ever truly understand.

Prerequisites: Must be able to cast arcane spells without preparation, Bloodburn, Cha 17+.

Benefit: When a character with this feat is struck by a spell, he may choose to forgo any saving throw and attempt to absorb the spell instead. If he is successful, a spell slot at least one level lower than the spell that was absorbed is replenished. In other words, one spell slot that the sorcerer has already cast that day is once again available as if he had not cast it. This feat cannot be used if there are no empty spell slots to hold the magical energy.

Once the character is struck by the spell he is trying to absorb, he must make a Will save against a DC of 15 + 2 per level of the spell. If he succeeds, he absorbs the spell and must immediately decide which slot is replenished. If he fails, he is subject to the full effect of the spell, plus an additional 1d6 points of subdual damage per spell level.

A natural 1 on the Will save for Absorb Spell always fails.



The level of the spell to be absorbed is calculated including any metamagic feats used. Thus, a maximised *fireball* spell is considered to be a 5th level spell for this purpose, including the DC of the Will save and the damage dealt on a failed save.

Spells that allow no save, or have the harmless designator under their saving throw entry may not be absorbed.

For example: Tharg the half-orc sorcerer has cast two 3rd level spells so far today. He is then struck by a 4th level spell, which he succesfully absorbs. The energy replenishes one 3rd level slot, in effect allowing him to cast an additional 3rd level spell. If he had no empty 3rd level slots, the energy could replenish a 2nd or 1st level spell. If he had cast no spells of less than 4th level that day, he could not use this feat.

Adept Mastery (General)

You are talented at mastering the intricacies of spells you cast.

Prerequisites: Int 17+, Spell Mastery.

Benefit: You may double the number of spells you master every time you choose the Spell Mastery ability.

Normal: Without this feat you would only gain a number of mastered spells equal to your Intelligence modifier.

Arcane Armour Proficiency (Heavy) (General)

You may cast arcane spells while wearing the heaviest armours, such as splint mail or full plate. There is still a chance the armour interferes with your abilities but you are much more adept at avoiding spell failure than untrained mages.

Prerequisites: Armour Proficiency (Heavy), Arcane Armour Proficiency (Medium).

Benefit: While wearing armour, you may opt to cast a spell as a full-round action rather than a standard one. You carefully concentrate in order to complete your spell, reducing the arcane spell failure chance of any armour by 30%, to a minimum of 5%. This reduction is not cumulative with the reductions gained from Arcane Armour Proficiency (Light) and Arcane Armour Proficiency (Medium) – you may only apply the best reduction.

Arcane Armour Proficiency (Light) (General)

You have trained to wear armour while casting your spells. By carefully concentrating on the somatic components of your spell, you slowly go through the physical motions necessary to complete a spell. While your casting takes longer than normal, your armour does not greatly hamper your ability to cast a spell.

Prerequisites: Armour Proficiency (Light).

Benefit: While wearing armour, you may opt to cast a spell as a full-round action rather than a standard one. You carefully concentrate in order to complete your spell, reducing the arcane spell failure chance of any light armour by 10%, to a minimum of 5%. This feat does not affect the arcane failure chance for medium or heavy armour.

Arcane Armour Proficiency (Medium) (General)

With intensive training and practice, you slowly adjust to wearing heavier armour while casting spells.

Prerequisites: Armour Proficiency (Medium), Arcane Armour Proficiency (Light).

Benefit: While wearing armour, you may opt to cast a spell as a full-round action rather than a standard one. You carefully concentrate in order to complete your spell, reducing the arcane spell failure chance of any light or medium armour by 20%, to a minimum of 5%. This reduction is not cumulative with the reduction gained from Arcane Armour Proficiency (Light) – you may only apply the best reduction. This feat does not affect the arcane failure chance for heavy armour.

Arcane Senses (General)

You have developed your awareness far beyond the mundane senses. You can feel the presence of magic and other arcane effects without the aid of magic.

Prerequisites: Arcane caster level 10th+, Spell Focus (divination).

Benefit: As a free action, you may cast one of the following three spells: *detect magic, detect undead,* or *detect chaos/evil/good/law.* You may only gain the benefit of one of these spells at any given moment, though you may choose to terminate one effect to activate another. Treat each effect as an arcane spell cast at your arcane caster level. There is no limit to the number of times you may use this ability per day.

Arcane Shield Proficiency (General)

While other wizards or sorcerers fumble through their spells while carrying a shield, you are able to handle one without disrupting your magic. You may gain the benefits of a shield and cast spells without fear of arcane spell failure.

Prerequisites: Shield Proficiency.

Benefit: While carrying a shield, reduce its arcane spell failure chance by 5%. You gain the Armour Class bonus offered by a shield at all times, even while casting spells.

Arcane Understanding (Wizard)

Allows a wizard to increase the number of spells learned automatically at each new level.

Prerequisites: 5 or more ranks in Knowledge (arcana), Int 16+.

Benefit: For each level gained, you can add a number of spells to your spellbook equal to your Intelligence modifier.

Normal: At each level, the wizard gains two spells of any level that can be added to his or her spellbook.

Augment Illusion (Metamagic)

You have the ability to add sensual qualities to spells that do not usually have them.

Prerequisites: Spell Focus (illusion).

Benefit: This feat allows you to add one or more of the following sensual qualities to an illusion: audible, olfactory (which includes taste), heat (restricted to mimicking between 40 to 90 degrees F), or visual. An augmented illusion uses up a spell slot one level higher than the spell's actual level for each sensual quality added.

Beloved Master (General)

Those you control through your enchantment spells are so dedicated to you, they will put themselves in harm's way to keep you safe.

Prerequisites: Ability to cast arcane spells of 2nd level, Cha 12+, Spell Focus (enchantment).

Benefit: As long as you have at least one being under the effects of one of your charm – or compulsion – designator spells within melee range of you, you gain the effects of half cover (+4 to Armour Class, +2 to Reflex saves).

Damage taken while providing this bonus to you does not offer the charmed subjects a chance to overcome your spell, regardless of the conditions of their enchantment.

Big Familiar (General)

You can take a larger animal, vermin or beast as a familiar.

Prerequisites: The ability to summon a familiar.

Benefit: You can bind an animal, beast or vermin of medium size or smaller to be your familiar. The familiar ceremony works just as described in the class description, except that the creature is not actually summoned and must be present and in your power (charmed, tamed or captured) and of a Challenge Rating equal to or lower than half your character level. Once bound, the new familiar becomes loyal to you, and gains all the benefits of a normal familiar, except that it has no species-specific familiar ability; it does not grant you any bonuses beyond those common to all familiars.

Special: This feat can be taken multiple times, and stacks with itself. For each additional time it is taken, the maximum size of your familiar is increased by one category, from medium to large, to huge, and so on.

You must dismiss any familiar you currently have before binding a new one and you cannot bind a new familiar until a year and a day has passed since your last familiar was killed or dismissed.

For example: Bainard the 1st level gnome illusionist wishes to use this feat to bind a dire badger as his familiar, figuring he can ride it into battle. However, since dire badgers have a challenge rating of two, he can't do this until he attains the fourth level. He decided not to bind any familiar at first level, since that would force him to wait a year and a day for his badger, once he attained fourth level.

Bloodburn (Metamagic)

You may cast spells at a higher level than your caster level.

Prerequisites: Must be able to cast arcane spells without preparation.

Benefit: A wizard summons power from outside himself, binds it with ritual and then releases it. Sorcerers and bards, however, draw power into themselves, focusing it into a spell at the time it is called. This dynamic drawing and shaping of power allows such casters to sometimes increase the potency of a spell, though at some risk.

Using this feat, a spontaneous caster can increase his effective casting level when casting a spell, adding up to his Charisma bonus in levels. When he does so, however, he takes 1d6 points of damage per effective caster level increase.

For example: Tharg, a 6th level sorcerer, is facing down a white dragon. His comrades are badly wounded and he knows he has to kill it now or die. He begins to unleash his fireball spell but uses the Bloodburn feat to increase his caster level by 3. The fireball is cast as if he were a 9th level sorcerer and he takes 3d6 points of damage.

Bloodcasting (Metamagic)

You are able to exceed your daily allotment of spells by sacrificing your Constitution.

Prerequisites: The ability to cast arcane spells of at least 3rd level.

Benefit: You are able to cast one more spell of up to the highest level you know. This spell does not have to be prepared (if you are a wizard). Immediately after casting this spell, you suffer 1d4 temporary points of Constitution damage. This feat may be used as many times a day as you wish but the Constitution damage is suffered with each use.

Cadaverous Familiar (General)

You can take an undead creature as a familiar.

Prerequisites: The ability to summon a familiar, ability to cast the *animate dead* spell.

Benefit: With this feat, the familiar ritual is performed on the animated skeleton or zombie of a type of animal that can normally become a familiar. The familiar ceremony works normally, except that the creature is not actually summoned and must be present and under your control.

A skeletal or zombie familiar is just as intelligent as any other familiar. You still get the bonuses associated with that type of (living) familiar. As an undead creature, the cadaverous familiar can be turned or rebuked, but remember that its Hit Dice is equal to your level.

Special: If your regular familiar is slain, you can recover the lost experience points by reanimating it and using this feat. If a cadaverous familiar is destroyed, you can merely replace any damaged parts and reanimate the remains, without losing any Experience Points in the process. You must dismiss any familiar you currently have before binding a new one but need not wait a year and a day to bind a cadaverous familiar.

Note: If you have the Big Familiar feat as well, you can bind any type of skeleton or zombie of the appropriate size. Your Games Master may let you apply this feat to an infernal companion or similar pet.

Cast on the Run (General)

You can keep your wits about you and focus your magic even while running from your enemy or moving to attack. Much like a skirmisher, you cast spells without interrupting your movement.

Prerequisites: Combat Casting, Dodge, Mobility.

Benefit: When using a standard action to cast a spell, you may move before and after casting your spell, rather than using a move-equivalent action to move before or after casting your spell. The total distance you move may not exceed your current speed.

Channel Energy (General)

When casting a spell, you focus your concentration and grant it a tremendous burst of power. Blood spurts from your nostrils and ears, as you destroy your own intellect and body to shape an unstoppable burst of magical energy. While your spell is rendered brutally powerful, the strain of this casting leaves you a hollow wreck.

Prerequisites: Power Surge, Toughness.

Benefit: When casting an arcane spell, you may choose to inflict up to eight points of temporary Intelligence damage to yourself. For each point of damage you take, you increase the save DC of your spell by two and gain a +2 bonus to your caster level check to defeat any spell resistance your incantation faces. You may use this feat once per week. The DC bonus granted by this ability stacks with feats such as Spell Focus.

Commanding Voice (General)

Your voice carries with it some subtle enchantment magic of its own. When you speak to a being in a language it understands, you can exert influence through sheer force of will.

Prerequisites: Ability to cast enchantment spells of either arcane or divine type, Cha 16+, Iron Will or Spell Focus (enchantment).

Benefit: By speaking to a creature as a standard action, you can affect it as if casting the spell *command* (your character level equals the caster level). This ability can affect any target the spell *command* normally could and does not provoke an attack of opportunity. You can use Commanding Voice 3 times a day.

Compelling Caster (General)

Your will and inspiration are strong enough to overcome magical defences.

Prerequisites: Cha 17+, Spell Penetration, arcane spellcaster level 1+.

Benefit: When attempting to counter or dispel a magical effect or attempting to penetrate a target's spell resistance, you can add your Charisma modifier to your caster check.

Normal: A caster check is a d20 plus the character's caster level only.

Compressed Spell (Metamagic)

You are able to reduce the area of effect of a spell in order to increase its damage.

Prerequisites: Arcane spellcaster level 1+, Spellcrafting 8 ranks.

Benefit: You are able to reduce the radius of a spell's area of effect by five foot to increase its damage by two dice. Spells affected by this feat use up a spell slot two levels higher than the spell's actual level. Only spells with a radius listed in the area of effect can benefit from this spell.

Counterspell Riposte (Metamagic)

You can attack instantly following a successful counterspell.

Prerequisites: Arcane spellcaster level 1+.

Benefit: When you successfully perform a counterspell action, you can then instantly cast another prepared spell in response. The spell selected for a riposte must not have a casting time of greater than one action. The spell prepared for a riposte uses up a slot two levels higher than the spell's actual level.

Deceptive Casting (General)

You are able to fool rival spellcasters who attempt to counterspell you by using false somatic components during casting.

Prerequisites: Int 13+, Bluff skill.

Benefit: Choose a number of spells equal to your spellcasting-dependent ability modifier, with this feat you may now use the Bluff skill to create false (yet effective) somatics to fool counterspelling opponents. By doing this, you make a Spellcraft skill check against a Spellcraft check of your opponent. If you succeed, the opponent believes that your spell is different from the one you are casting and prepares the wrong counterspell. If you fail, your opponent sees through your ruse and prepares the correct spell (if possible).

Special: If you have 5 or more ranks in the Bluff skill, you gain a +2 synergy bonus to your Spellcraft check to fool a rival spellcaster's counterspell attempt.

Divine Blessing (General)

Your dedication and reverence for a deity allows you to master a single divine spell. You may now prepare and cast that spell as an arcane one.

Prerequisites: Arcane spellcaster level 1+.

Benefit: Choose a single spell from the cleric or druid spell lists. You may add this incantation to your books or your list of known spells. You can prepare and cast it as an arcane spell. You may choose a divine spell whose level is up to one less than the highest level arcane spell level you may normally cast. You may only ever choose this feat once.

Dragonblood Component (Metamagic)

You use the power of your blood instead of using material components.

Prerequisites: Dragon-Blooded feat, ability to cast arcane spells.

Benefit: When casting a spell, you sacrifice part of your own life to power a spell without the use of material components. Spells whose material components have negligible cost inflict 1 hit point of damage per spell level when cast without material components. Spells whose components have a listed cost inflict damage equal to 1/25 the cost in gold pieces of the material. Spells with a focus component inflict 3 points of damage per spell level.

Normal: An arcane spellcaster needs material components to cast his spells.

Special: Under the Games Master's judgement, sorcerers may select this feat without possessing the Dragon-Blooded feat as a prerequisite.

Durable Magic (General)

Your spells are much harder to counter or destroy than normal.

Prerequisites: Arcane spellcaster level 5+.

Benefit: When an opponent attempts to use *dispel magic* or *greater dispelling* against a spell you cast, including attempts to counterspell, you gain a +2 bonus to your effective caster level when determining if their caster level check overcomes your arcane or divine spells. Your spells are stronger than usual and resist attempts to cancel them out.

Eldritch Defence (General)

You are able to survive otherwise deadly injuries by supplementing your life force with arcane energy.

Prerequisites: Arcane spellcaster level 3+.

Benefit: When an attack would reduce you to 0 or fewer hit points, you can instantly expend one of your spell slots for the day as a free action to reduce the damage. You suffer one less hit point of damage per spell level thus expended. You may only do this once per day and cannot expend more than one spell slot at a time.

Enchanter (General)

You possess a great deal of talent and innate potential with enchantment spells. When wielding this school of magic, you have an easier time manipulating the abilities of your spells.

Prerequisites: Spell Focus (enchantment).

Benefits: When applying a metamagic feat to an enchantment spell, you may reduce its level cost by 1, to a minimum of 0 extra levels. This feat can be applied only once to a given spell, regardless of the number of metamagic feats used during the spell's preparation.

Normal: A metamagic feat has its full spell level increase applied to a spell when it is used during the spell's preparation (or casting, in the case of sorcerers).

Enemy Focus (General)

Your spells are deadly against a particular race or monster type.

Prerequisites: Must be able to cast arcane spells.

Benefit: When your spell affects your chosen enemies, they suffer a –2 penalty to their saving throws against your spells. You may choose this feat multiple times, choosing a different monster each time. You may not stack the benefits of this feat by selecting the same monster more than once. You choose the enemy affected by this feat in the same manner as rangers choose a favoured enemy. Select any monster type from this list: aberrations, animals, beasts, constructs, dragons, elementals, fey, giants, magical beasts, oozes, plants, shapechangers, undead, or vermin. You gain the bonus against any creature from your selected type. If you wish to gain this feat against outsiders or humanoids, you must select a specific creature type from those categories, such as human, elf, slaad, demon, or hobgoblin.

Enhanced Draconic Bloodline (Special)

You have mastered your unique heritage, gaining an extraordinary affinity for spell magic.

Prerequisites: Draconic Bloodline, ability to cast arcane spells without preparation (like a bard or sorcerer).

Benefit: If a bard or sorcerer, you gain bonus spells based on your Charisma modifier (see *Core Rulebook I*). These spells are added to your number of spells known; this feat does not increase the number of spells you can cast per day.

Normal: Bards and sorcerers are normally fixed in their number of spells known per level.

Special: The bonus spells provided by this feat cannot be combined with the bonus spells provided by any other feat (based on ability score) other than Cantrip.

Familiar Development (General)

You have put time and effort into developing your familiar.

Prerequisites: Must be linked to a familiar.

Benefit: Your familiar's abilities are calculated as if you were two levels higher.

Special: This feat can be learned more than once and stacks with itself, each time raising your level by +2 when determining your familiar's special abilities.

Notes: Your Games Master may let you apply this feat to a paladin's mount, special companion, infernal companion, psicrystal or similar pet.

Familiar Feat Merge (General)

Your familiar learns all the feats you know.

Prerequisites: Must be linked to a familiar, arcane spellcaster level 12+.

Benefit: Your familiar can use all your feats, just as it can use your skills.

Familiar Focus (General)

You compensate for any lack in focus when developing your familiar.

Prerequisites: Must be linked to a familiar.

Benefit: The abilities of your familiar are now based on your character level, not your class level.

Notes: Your Games Master may let you apply this feat to a paladin's mount, psicrystal or similar pet.

Harrowing Mind (General)

Your will is particularly strong and can have a damaging effect on the minds of others when you cast your enchantment spells on them.

Prerequisites: Iron Will or Spell Penetration, ability to cast *feeblemind* and any one spell with a Fear designator.

Benefits: This feat can be chosen up to three times. Each time, it stacks with itself. Normally, the effect of this feat is optional. If Harrowing Mind is chosen three times, it becomes automatic.

When you cast a charm – or compulsion – designator spell on a target or targets successfully, the spell inflicts 1 point of temporary Wisdom damage in addition to its usual effect. This is from the violent mental nature of your control. There is no additional saving throw against this loss and the Wisdom point returns 24 hours after the end of the spell that caused it.

Harrowing Mind cannot cause Wisdom damage to a target more than once an hour (although the damage may be more than 1 point if this feat is taken multiple times).

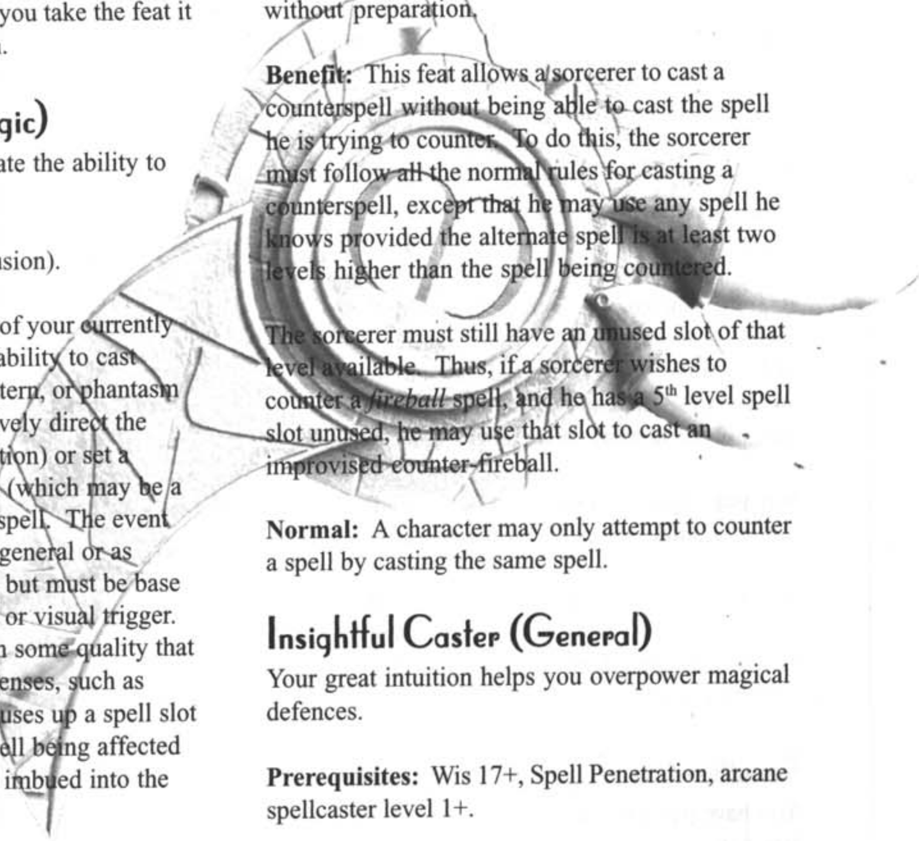
Illusion Focus (General)

You have gained mastery over the use of one form of illusionism.

Prerequisites: Spell Focus (illusion).

Benefit: You add +5 to the DC for all saving throws against spells versus one kind of the following types of illusion: figment, glamour, pattern, or phantasm.

Note: The DC bonus does not stack with Spell Focus (illusion).



Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a new type of illusion.

Imbue Illusion (Metamagic)

You can grant illusions you create the ability to cast spells.

Prerequisites: Spell Focus (illusion).

Benefit: You can transfer some of your currently prepared spells, along with the ability to cast them, to a figment, glamour, pattern, or phantasm you are creating. You must actively direct the illusion to cast the spell (free action) or set a trigger condition on the illusion (which may be a special word) when casting the spell. The event that triggers the illusion can be general or as specific and detailed as desired, but must be base on an audible, tactile, olfactory, or visual trigger. The trigger may not be based on some quality that is not normally obvious to the senses, such as alignment. An imbued illusion uses up a spell slot equal to the base level of the spell being affected plus the total level of the spells imbued into the illusion.

Note: Only spells from the following schools can be used by illusions: Abjuration, Conjuration and Evocation.

Improved War Wizard Tactics (General)

Combining your studies of anatomy and vivisection with a penetrating mental acuity, you are able to injure your opponent by careful placement of your attack rather than mere brute force.

Prerequisites: Base attack bonus +5 or higher, Knowledge (anatomy) skill, War Wizard Tactics.

Benefit: For the melee or ranged attack with which you use your War Wizard Tactics feat, you may use your Intelligence modifier in place of your Strength modifier when determining the damage done. This feat may not be used against opponents who are immune to critical hits or who are more than 30 feet away from you.

Improvise Counterspell (General)

You may cast a counterspell even if you are not capable of casting the spell you wish to counter.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: This feat allows a sorcerer to cast a counterspell without being able to cast the spell he is trying to counter. To do this, the sorcerer must follow all the normal rules for casting a counterspell, except that he may use any spell he knows provided the alternate spell is at least two levels higher than the spell being countered.

The sorcerer must still have an unused slot of that level available. Thus, if a sorcerer wishes to counter a *fireball* spell, and he has a 5th level spell slot unused, he may use that slot to cast an improvised counter-fireball.

Normal: A character may only attempt to counter a spell by casting the same spell.

Insightful Caster (General)

Your great intuition helps you overpower magical defences.

Prerequisites: Wis 17+, Spell Penetration, arcane spellcaster level 1+.

Benefit: When attempting to counter or dispel a magical effect or attempting to penetrate a target's spell resistance you can add your Wisdom modifier to your caster check.

Normal: A caster check is 1d20 plus the character's caster level only.

Intuitive Spell Knowledge (General)

You are able to learn more spells.

Prerequisites: Ability to cast 1st level arcane spells without preparation (like a bard or sorcerer).

Benefit: You can learn one additional spell of any level that you can cast.

Special: You can choose this feat multiple times but may only learn one additional spell per spell level.

Item Lore (General)

Your knowledge of magic item creation allows you to inspect an enchanted piece of equipment and determine the nature of its magical abilities.

Prerequisites: Any item creation feat, ability to cast 3rd level arcane spells.

Benefit: If you possess the item creation feats necessary to create an item, you may inspect that item and determine its magical qualities without the need for spells such as *identify* or *analyse dweomer*. If you spend an hour doing nothing but inspecting the item, you may make a Spellcraft check with a DC of 20 + the item's required caster level. If your check succeeds, you learn the lowest level, or least powerful, item feature that you do not yet know about. You may use this feat once per day per item.

Known Spells Focus (General)

Choose one spontaneous spellcasting class. You can learn more spells than normal for that class.

Prerequisites: Spontaneous spellcaster level 8th+.

Benefit: You may apply your bonus spells for the chosen class (e.g. Charisma bonus in spells for sorcerers and bards) to your list of spells known for that class.

Normal: A spontaneous spellcasting class without this feat may only apply their bonus spells towards the number of spells they are allowed to cast.

Special: You can gain this feat multiple times if you have multiple spontaneous spellcasting classes. Each time you take this feat, it applies to a different class. This feat will not stack with any other feat that would allow the same class to learn additional spells.

Learned Metamagic (Metamagic)

Through hard work, study and dedication, you have learned to combine your arcane knowledge with your innate spellcasting ability, enabling you to prepare certain metamagic spells.

Prerequisites: Ability to cast arcane spells without preparation, Int 13+, Spellcraft (8 or more ranks), Knowledge (arcana) (8 or more ranks), any Metamagic feat.

Benefit: You can prepare metamagically-enhanced versions of spells that you know exactly like a wizard. Prepared metamagic spells take up a spellcasting slot of the appropriate level (against a bard or sorcerer's spells per day) until cast, per the base spell and metamagic feat used to augment it. This spell slot cannot be used to cast another spell without wasting the prepared metamagic spell. Only spells known by the bard or sorcerer can be prepared in this fashion, and preparing a metamagic spell takes a minimum amount of time equal to 15 minutes plus the enhanced levels of the spells prepared. A prepared metamagic spell is cast exactly as if the spell were cast by a wizard, per the normal casting time of the base spell and, once cast, the metamagic spell cannot be recast without being prepared again.

Normal: Bards and sorcerers do not normally prepare spells.

Special: This feat does not provide knowledge of any other metamagic feat.

Machine Master (General)

You have studied the workings of constructs, such as animated items and golems, and have learned the secrets of affecting their sentient, arcane minds with enchantment spells.

Prerequisites: Arcane caster level 5th+, Spell Focus (enchantment).

Benefit: Your spells from the enchantment school affect all constructs as per the spell descriptions. Normally, constructs' minds are simply too alien for a spell such as *confusion* or *charm monster* to alter their thoughts. Your magic is tinged with energy derived from your understanding of enchantments, allowing you to affect artificial or

arcane intelligences. You ignore a construct's immunity to mind-influencing effects with enchantment spells you cast. They are still immune to mind-influencing effects caused by magic items or special abilities you wield.

Magic Attuned (General)

You sense the magical energies latent in all things.

Benefit: You receive a +2 bonus to all Spellcraft and Spot checks.

Mark of the Master (General)

You have developed your abilities with the school of enchantment to the point where certain magical effects have become part of you.

Special Note: This feat can be selected with the bonus feat given to wizards every 5 class levels.

Prerequisites: Specialised in the enchantment school, Spell Focus (enchantment).

Benefits: This feat can be chosen multiple times. Each time it is taken, you gain a new selection from the Master's Marks table below. These selections may or may not stack, as mentioned in the selection's individual description.

You must select a power available to your level plus Charisma modifier, as noted by each selection. You may choose a power lower than this level if you desire but you may not take one higher.

Campaign Note: This feat can, at the Games Master's whim, be a product of extraplanar energies infusing you with new abilities. The art of enchantment can draw the attention of powerful outsiders who, in turn, can gift you with powers as a sort of patronage.

Master's Marks

Level+Charisma Modifier	**Power Gained**	**Benefits**
1–4	Allure	You gain a +1 competence bonus to all Diplomacy, Bluff and Gather Information checks. You can choose this power twice, increasing the competence bonus to +2.
5–8	Stronger Spells	Your enchantment spells gain a +1 DC bonus. This stacks with Spell Focus and similar effects. You can not choose this power more than once.
9–12	Forgetful Presence	Targets of an enchantment spell you cast must make a Will save (DC 15+ your Wisdom bonus) when the spell ends. If failed, the target does not remember having been affected or who affected it.
13–16	True Beauty	Your appearance is such that any creature who views you will be attracted to you regardless of race or sexual preference. While this attraction is not overwhelming, it allows you to use abilities dependent on attraction on any sentient creature.
17–20	Fleeting Memory	Those who succumb to a compulsion-designator spell you cast will not remember the time they spent under its effects when it ends. (Will save, DC 20 to avoid.)
21–24	Eyes of Submission	You gain a gaze attack. When you wish to use it as a full attack action, this gaze inflicts 1d4 Wisdom damage (a Will save at DC 20 lowers this loss to 1 point). The lost Wisdom returns at a rate of 1 point per hour.
25+	Fatal Attraction	With a quick kiss (melee touch attack that provokes an attack of opportunity), you can overwhelm the emotions of any target that would find you attractive. If the target fails a Fortitude save (DC 15 plus Charisma bonus), he falls unconscious immediately. A long, passionate kiss (full attack action that also provokes) does the same but, if the target fails his save, he dies instantly of heart failure.

While this patron may possibly be of celestial origin, it is far more likely to be a lower planar being such as a demon lord or arch devil. The Games Master is under no obligation to tell you what sort of patron you have attracted. Indeed, you may not even know you have one until it comes by to check on its 'investment'.

Material Sacrifice (General)

By using a set of valuable material components while preparing a spell, you ease the burden of applying metamagic feats to your incantations.

Prerequisites: Arcane spellcaster level 7+, any metamagic feat.

Benefit: While preparing a spell, you may use gems, gold, or other precious materials of any sort that have a market value of 1,000 gp value to reduce the level increase caused by metamagic feat. For each 1,000 gp you use, reduce the level increase caused by a Metamagic feat by one. You may not reduce the level penalty imposed by a metamagic feat to below one. Material components used in this manner are consumed when you prepare your spells.

Metaffinity (Metamagic)

You are adept at casting metamagic arcane spells without prior preparation.

Prerequisites: Ability to cast arcane spells without preparation, at least one other metamagic feat.

Benefit: Despite the fact you do not prepare spells, you are able to cast any spell augmented by any other metamagic feat that you know without increasing the spell's casting time. Spells quickly cast through use of this feat use up a spell slot one level higher than the spell's metamagically-enhanced level.

Normal: Sorcerers, bards and other arcane spellcasters that do not prepare spells normally take more time to cast a metamagic spell than a normal one. If a spell's normal casting time is one action, a sorcerer or bard can cast a metamagically-enhanced version of the spell as a full-round action. With the Metaffinity feat, you are able to cast the same metamagically-enhanced spell in one action.

Special: This feat can be combined with the Quicken Spell feat, a feat not normally useful to sorcerers and bards.

For example: Aerryk, a 17th level sorcerer, has the Metaffinity, Quicken Spell and Maximise Spell feats. He can cast a maximised lightning bolt spell as a full-round action by using up a 6th level spell slot or use his Metaffinity feat to cast a maximised lightning bolt in 1-action by using up a 7th level spell slot. He could also use his Metaffinity feat to cast a quickened lightning bolt as a free action by using up an 8th level spell slot but would not be able to maximise the spell.

Mystic Bloodhound (General)

By studying the arcane patterns of a spell, you can sense the location of the spellcaster responsible for it. In addition, your understanding of a caster's abilities grants you an improved ability to resist their effects.

Prerequisites: Arcane caster level 3+, Spell Focus (divination).

Benefit: You have studied the unique patterns present in the signature of a magical spell, allowing you to gain important insights into a wizard or other spellcaster's abilities. When you are affected by a spell, you may choose to automatically fail your save in order to gain an insight into the spell. In return, you gain several advantages. You receive a +2 bonus to all saving throws against that spellcaster's spells. You gain an intuitive sense of that caster's magic, allowing you to determine his general direction and distance relative to your current location. Your target's distance is defined either as close, up to a mile away; near, from one to ten miles away; or far, more than ten miles distant.

At any one time, you may use this ability on up to three different spellcasters. Each time you elect to fail a saving throw, you gain this ability against the caster. If this would push the total number of casters against whom you gain the bonuses of this feat to four you must drop your bonuses and tracking ability against enough casters to drop the total list down to three or fewer.

You may only gain the save bonus and tracking ability against up to three spellcasters at any one time.

Hayward 2002

You only gain the benefits of this feat when you elect to automatically fail a save against a spell. For instance, you would not be able to activate it against a sorcerer who hit you with a *magic missile*, as that spell does not allow a save.

Nerves of Steel (General)

It is difficult to break your concentration.

Prerequisites: Con 16+, Concentration 1 rank.

Benefit: You gain a +4 circumstance bonus to Concentration checks to avoid having a spell disrupted in combat.

Special: This feat stacks with the bonus granted by the Skill Focus feat.

Ominous Chant (General)

You can use verbal components to your own benefit to unsettle your foes.

Prerequisites: Perform (chant) 4 skill ranks.

Benefit: Whenever you first cast a spell with a verbal component in combat, all of your foes within 30 feet must pass a Will save against a difficulty class of 10 + your Charisma modifier. A failed check indicates they are frightened for one round (suffering a -2 morale penalty to all their attack rolls, weapon damage rolls, and saving throws). A successful save makes the victim immune to this effect for 24 hours.

Opportunity Counterspell (General)

You can cast counterspells in lieu of making an opportunity attack.

Prerequisites: Quicken Spell, Spellcraft skill, arcane spellcaster level 1+.

Benefit: You get one free ready action each round that you can only use for counterspelling. If you use this ready action, you do not get any attacks of opportunity for the round but your Initiative does not change as it does from a normal ready action.

Special: You cannot use this feat to cast extra spells for effect; it only allows counterspelling of an opponent's spells.

Notes: Your casting of the counterspell may trigger an opportunity attack in the normal fashion.

Power Surge (General)

When forming the energies necessary to complete and cast a spell, you may elect to harness raw arcane power that boosts your spell's effectiveness at the cost of your physical health.

Prerequisites: Toughness, arcane spellcaster level 1+.

Benefit: You may elect to gain a +2 bonus to a single spell's save DC. In return, you sustain 2 points of temporary damage to your Constitution score. The excess energy you use to fuel the spell burns through your physical body, leaving you weakened and vulnerable. The DC bonus granted by this ability stacks with feats such as Spell Focus.

Rune Mastery (General)

You are particularly adept at scribing runes.

Prerequisites: Int 15+.

Benefit: Any spell you cast that involves writing of some form, such as in the case of a *glyph of* *warding, explosive runes* or *mark of justice*, all have their save Difficulty Classes increased by +2. Also, Decipher Script becomes a class skill. If Decipher Script was already a class skill, then all checks involving this skill receive a +2 bonus.

Sepulchral Smile (General)

Due to inherent necromantic talent or some other connection to the powers beyond the grave, your enchantment magic can have an effect on the undead.

Prerequisites: Access to the Necromantic school of spells or the Death domain, Spell Focus (enchantment) or (necromancy).

Benefit: You can affect mindless undead (skeletons, zombies and other undead with no Intelligence score) with the *charm person* and *charm monster* spells.

Although intelligent undead still possess their normal immunity, this feat grants an additional +1 bonus to the DC (stacks with other Spell Focus-type effects) to those few enchantment spells that will affect them.

Sorcerous Quicken (Metamagic)

You may cast a spell as a free action.

Prerequisites: Cha 15+, ability to cast arcane spells without preparation.

Benefit: Once per day, you may choose to quicken a spell you know, casting it as a free action. Unlike other sorcerous metamagic feats, this ability does not take a full round; it is used at will. To use it, a sorcerer or bard must have an unused spell slot four levels higher than the spell being cast.

Despite the name of this feat, bards may take it as well.

Soul Sacrifice (General)

Allows a sorcerer to know more spells than normal.

Prerequisites: Charisma 15+, Toughness, ability to cast 1st level arcane spells without preparation.

Benefit: The sorcerer may permanently sacrifice a number of hit points to gain additional spell learning levels (See *Core Rulebook I*). The sorcerer may sacrifice as many hit points as he or she desires. Spells are learned on a direct 1 to 1, hit point to spell level ratio. A cantrip still counts as 1 spell point. The spells learned must be determined at the time of the sacrifice. Once this decision is made, it can never be undone.

Special: This feat may be taken multiple times. Each time it is taken, the sorcerer must determine the number of hit points to be converted and the specific spells to be learned.

Spell Affinity (Metamagic)

Through research, study, introspection or inspiration, a bard or sorcerer is able to learn more spells.

Prerequisites: Intelligence 13+, ability to cast 1st level arcane spells without preparation.

Benefit: If a bard or sorcerer, you gain bonus spells based on your Intelligence attribute. These spells are added to your number of spells known; this feat does not increase the number of spells you can cast per day.

Special: The bonus spells provided by this feat cannot be combined with the bonus spells

provided by any other feat (based on ability score) except Cantrip.

Spell Effects (General)

You can add, subtract, or otherwise modify the sensory effects of any spell you cast.

Prerequisites: Ability to cast spells from the illusion school.

Benefit: Through the use of illusions, you may alter any of the sensory effects of any spell you cast. This alteration includes the addition and subtraction of elements, so that, for example, a *fireball* might glow with a greenish hue or a *magic missile* might take on the shape of a shard of glass. None of these alterations can effect the way a spell works. Thus, a *fireball* could be made to appear like a ball of ice but the spell would still deliver fire damage rather than cold damage.

Special: At the Games Master's discretion, particularly unusual or out-of-the-ordinary alterations might increase the DC of Spellcraft checks to identify the spell by as much as five.

Spell Hawk (General)

You are adept at counterspelling, the art of using a magical spell to counteract the same spell cast by an enemy wizard.

Benefit: You gain a +4 competence to Spellcraft checks made to identify a spell you wish to counter. If, after successfully identifying a spell, you elect to counter it with *dispel magic*, you gain a +2 competence bonus to your caster level check to defeat your opponent's spell. In addition, you may use *greater dispelling* when attempting to counterspell.

Spell Mastery (Special)

You are able to cast certain spells without needing to refer to your spellbook.

Prerequisites: Spell Mastery is available only to wizards.

Benefit: Each time the wizard takes this feat, choose a number of spells equal to the wizard's Intelligence modifier (they must be spells that the wizard already knows). From that point on, the wizard can prepare those spells without referring to a spellbook.

Spell Mimicry (General)

You have a superior ability to mimic the effects of spells from a certain school with your illusions.

Prerequisites: Spell Focus (any, other than illusion), ability to cast level 1+ arcane spells.

Benefit: You gain +5 to your Spellcraft check when attempting to mimic a spell from the school indicated by your Spell Focus feat.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a new school indicated by your Spell Focus feat.

Spell Reserve (General)

You are so intimately familiar with a particular spell that you may drop a prepared spell in order to cast it.

Prerequisites: Spell Mastery with chosen spell.

Benefit: Each time you select this feat, choose a spell that you have previously chosen to learn with the Spell Mastery feat. Once per day, you may elect to drop a spell and replace it with your chosen incantation. The spell you drop must be at least one level higher than your Spell Reserve. You may take this feat multiple times, choosing a different spell affected by your Spell Mastery feat each time.

Spell Scanner (General)

When attempting to counterspell an enemy wizard's casting, you may choose to read his aura and determine the spells he has prepared for the day rather than destroy the incantation he is about to complete.

Prerequisites: Spell Hawk.

Benefit: If you successfully counter your enemy's spell, you may elect to allow him to complete the spell as normal. Instead of countering it, you analyse the energies he gathers and the mixture of energies present within his magical aura. You immediately gain an intuitive sense of the spells your opponent has prepared for the day. Spellcasters who do not prepare spells, such as bards and sorcerers, are immune to this ability. Since their abilities are drawn from their magical heritage and innate abilities, they exhibit unique magical patterns that are impossible to analyse with arcane training.

Spell Spike (General)

Your skill at destroying or modifying spells cast by others allows you to twist a spell so that it turns back on its caster before he completes it, ruining his prepared spells.

Prerequisites: Spell Hawk, Spell Scanner, Spell Stealer.

Benefit: If you successfully counter a spell cast by a person who must prepare spells, such as a cleric, druid or wizard, you may choose to allow the spell to work as normal. Instead of countering it, you use your counterspell's energy to wreck one of your foe's prepared spells. You gain an immediate insight into your opponent's prepared spells, as per the Spell Scanner feat. You may force your opponent to lose a prepared spell of your choice by making a caster level check with a DC equal to your opponent's caster level plus the level of the spell you wish to ruin. If you succeed, your opponent immediately loses that incantation from his list of prepared spells.

Spell Stealer (General)

When you counterspell your enemy's incantation, you may cause a backlash of magical energy that, rather than terminating his spell, allows you to force it to affect a target of your choice.

Prerequisites: Spell Hawk.

Benefit: If you successfully counter a spell, either with *dispel magic, greater dispelling*, or the spell your foe attempted to cast, you may allow your opponent to complete his spell but with a different target. Your enemy casts his spell as normal but you pick the target of the spell. You must obey all rules for picking a target as normal. For example, you could not force your victim to cast *magic missile* at an invisible creature you could see thanks to a spell but was invisible to your opponent. This feat only affects spells that require you to select a target at the time of the spell's completion. Spells with a target listed as you or touch are not subject to this feat. You cannot force an enemy spellcaster to touch a particular target, for instance.

Spellbook Mastery (Special)

You learn more spells upon achieving a new level.

Prerequisites: Int 15+, Spellcraft skill, must prepare spells from spellbook.

Benefit: Upon gaining a new level, you gain a number of spells of any level that you can cast (according to your new level) equal to your Intelligence modifier.

Normal: Each time a wizard achieves a new level, he gains two new spells of any level, or levels, that he can cast (according to his new level).

Spirit Singer (General)

Through practice and study, you have learned how to work magic that influences the minds of undead creatures, such as zombies and vampires.

Prerequisites: Arcane spellcaster level 5+, Spell Focus (enchantment), Sepulchral Smile.

Benefit: Your spells from the enchantment school affect all undead as per the spell descriptions. Undead creatures are usually mindless drones or too seeped in negative energy to suffer the effects of mind-influencing spells. Your magic is tinged with energy derived from your understanding of enchantments, allowing you to affect undead creatures. You ignore undead creatures' immunity to mind-influencing effects with enchantment spells you cast. They are still immune to mind-influencing effects caused by magic items or special abilities you wield.

Superior Familiar (General)

Your familiar gains a feat.

Prerequisites: Summon familiar ability.

Benefit: By taking this feat, your familiar gains a new feat of its own, provided that it meets the prerequisites, if any, for that feat. This new feat is usable only by the familiar, insofar as its benefits are transferable to another. Should the familiar permanently die or be dismissed, the master can choose a new feat for his next familiar.

Thrifty Wizard (General)

You have a talent for fitting extra spells into your spellbook.

Prerequisites: Int 13+.

Benefit: The number of pages required for a spell to be copied into your spellbook is reduced by one, to a minimum of one.

Totem Link (General)

You have a special connection to a certain type of animal, increasing the power of your familiar if it is of the appropriate type and increasing your ability to interact with animals of your totem.

Benefit: You receive a +2 bonus to all skill checks involving your totem animal and your caster level is treated as two levels higher when determining your familiar's abilities if your familiar is of the appropriate type. The totem selected can only be from the following list unless the dungeon master wishes to generate new totems on his own: bear, boar, cat, dog, eagle, horse, insect, rat, and wolf. Not all of these may be available as familiars, so certain totems may be more advantageous than others.

War Wizard Tactics (General)

You have learned that a single well-considered strike is more effective than a dozen poorly-planned ones. You use your mental acuity to guide your hand in battle, rather than relying on your brute force or reflexes.

Prerequisites: Base attack bonus +2 or higher, Martial Weapon Proficiency, arcane spellcaster level 1+.

Benefit: For one melee or ranged attack each round (which may be a touch attack), you may use your Intelligence modifier in place of your Dexterity or Strength modifier when determining if your attack hits. Determine the damage of your attack as normal, using your Strength modifier if appropriate.

FEATS OF ARMS

Feats of Arms presents all those feats relating to combat, the feats herein contain the bonus feats for fighters, armour and weapon proficiencies, specialised ranged and martial combat feats; in short, any feat to do with fighting, except those specifically restricted to rogues, arcane spellcasters, paladins and the like, can be found here.

Feats with the (Fighter) descriptor may also be chosen by fighter class characters as their bonus class feats.

Absorb Blast (General)

When an area of effect spell or trap detonates, such as a *fireball* or *cone of cold*, you may leap upon an ally, shielding him from the spell's deadly effects.

Prerequisites: Bodyguard.

Benefit: When you are caught in any attack that has an area of effect, such as a radius, burst, cone, or other shape, you may swap the result of your Reflex save with the result of any other ally who stands within the area you threaten without a reach weapon. Both you and your ally must be caught in the same area of effect spell, spell-like ability, or attack. You cannot swap your save with a person who did not need to make one, though you may switch saves with a person who was not allowed to make a save to resist an effect that hit both of you. In this case, your ally receives the result of your save while you automatically fail. When swapping saves, roll for both parties, add modifiers including Reflex save bonus and then decide if you wish to exchange results. You trade the total saving throw result, not just the result of the die roll. You may never force an ally or other person to swap saving throw results with you, if they do not wish to do so. You may use this feat once per round. You may not use this feat if you are prone, flatfooted, or have lost your Dexterity bonus to Armour Class.

Accurate Attack (Fighter)

Allows you to improve your accuracy with a single weapon.

Prerequisites: Base attack bonus +3 or higher.

Benefit: Choose a single weapon of any type. When using this weapon, you may substitute your Dexterity modifier in place of your Strength modifier for the purpose of determining your ability-based attack bonus.

Special: This feat can be taken multiple times, each time it applies to a new weapon. This feat can also be taken as a fighter's bonus feat.

All-out Attack (General)

You attack recklessly, throwing caution to the wind.

Benefit: You may take a -4 penalty to your Armour Class to add +2 to all attack rolls this round. The changes to Armour Class and attack bonus last until your first action next round.

Ambidexterity (General)

You are equally able to use either hand.

Prerequisites: Dex 15+.

Benefit: You ignore all penalties for using an off hand, being neither left-handed nor right-handed.

Normal: Without this feat, a character who uses his or her off hand suffers a -4 penalty to attack rolls, ability checks and skill checks.
For example: Agamar, a right-handed paladin wielding a weapon with his left hand suffers a -4 penalty to attack rolls with that weapon.

Special: This feat helps offset the penalty for fighting with two weapons.

Armed Deflect Arrows (General)

You can deflect arrows, including crossbow bolts, spears and other shot or thrown weapons with your chosen weapon.

Prerequisites: Weapon Focus, Dexterity 13+.
Benefit: You gain the use of the Deflect Arrows feat but can only use this ability when wielding a melee weapon you have Weapon Focus with.

Notes: You can learn later feats for which Deflect Arrows is a prerequisites based on the 'virtual' feat learned with Armed Deflect Arrows but you can then only use those feats when armed with a melee weapon that you have Weapon Focus with.

Armed Flurry of Blows (General)

You can attack with a flurry of blows with any weapon you are proficient with.

Prerequisites: Flurry of Blows.

Benefit: This feat expands on your Flurry of Blows ability, allowing you to flurry with any weapon you are proficient in.

You must still use your base attack bonus (rather than your more favourable unarmed attack bonus) when using this feat.

Normal: Flurry of Blows can normally only be used in unarmed combat or when armed with a kama, nunchaku or siangham.

Armour Focus (General)

You move around in a certain type of armour without effort.

Prerequisites: Proficient with armour, base attack bonus +1 or higher.

Benefit: When wearing a specified type of armour, it inflicts one less skill penalty and the maximum Dexterity bonus is raised by one. This cannot change the skill penalty into a bonus.

Special: You can gain this feat multiple times. The effect does not stack. Each time you take the feat, it applies to a new type of armour.

Armour Proficiency (Heavy) (General)

You are proficient in heavy armour.

Prerequisites: Armour Proficiency (light), Armour Proficiency (medium).

Benefit: When you are wearing a type of armour with which you are proficient, the armour check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble checks.

Normal: A character who is wearing armour with which he is not proficient suffers its armour check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Armour Proficiency (Light) (General)

You are proficient in light armour.

Benefit: When you wear a type of armour with which you are proficient, the armour check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armour with which he is not proficient suffers its armour check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Armour Proficiency (Medium) (General)

You are proficient in medium armour.

Prerequisites: Armour Proficiency (light).

Benefit: When you wear a type of armour with which you are proficient, the armour check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble checks.

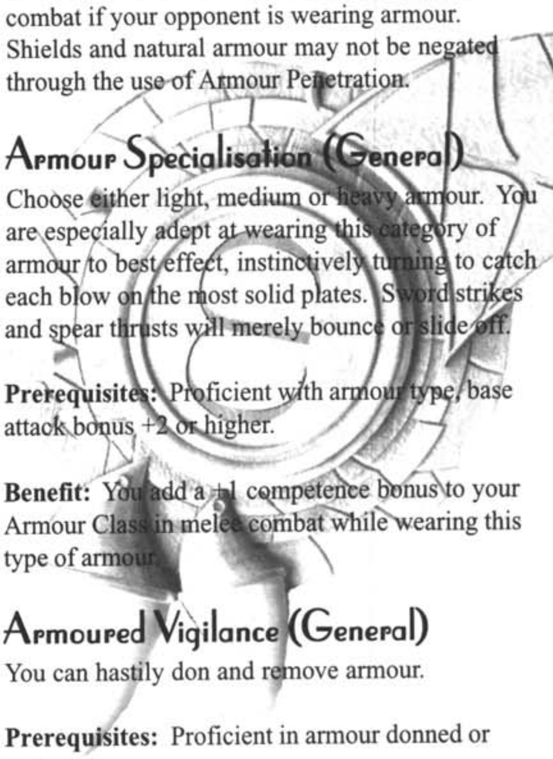
Normal: A character who is wearing armour with which he is not proficient suffers its armour check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Armour Penetration (General)

You are highly skilled at seeking out the weak points in your opponent's armour. The slightest gap between metal plates becomes a target for your weapon, allowing you to penetrate armour with relative ease.

Prerequisites: Base attack bonus +6 or higher.

Benefit: You add +1 to your attack roll in melee combat if your opponent is wearing armour. Shields and natural armour may not be negated through the use of Armour Penetration.



Armour Specialisation (General)

Choose either light, medium or heavy armour. You are especially adept at wearing this category of armour to best effect, instinctively turning to catch each blow on the most solid plates. Sword strikes and spear thrusts will merely bounce or slide off.

Prerequisites: Proficient with armour type, base attack bonus +2 or higher.

Benefit: You add a +1 competence bonus to your Armour Class in melee combat while wearing this type of armour.

Armoured Vigilance (General)

You can hastily don and remove armour.

Prerequisites: Proficient in armour donned or removed.

Benefit: You can don, don hastily and remove armour in half the standard time.

Arrow Shield (General)

Your sharp eyes and lightning reflexes allow you to deflect arrows aimed at your friends. You leap in front of your ally, knocking aside an arrow or other missile meant for him.

Prerequisites: Deflect Arrows.

Benefit: In addition to deflecting missiles fired at you, you may also deflect ranged attacks made against anyone standing within the area you threaten without a reach weapon. Treat this as a normal use of the Deflect Arrows feat, except you may activate this feat when an eligible ally comes under a ranged attack. If you fail your Reflex save to knock aside the missile, resolve its attack against you rather than its original target. You may not use this feat if you are prone, flatfooted, or have lost your Dexterity bonus to Armour Class.

Assassin (General)

You are trained to target your opponent's vital areas.

Prerequisites: Darting Weapon, base attack bonus +6 or higher.

Benefit: Your threat range is increased by 1 when using a melee weapon. This does not stack with the Improved Critical feat.

Attack Focus (General)

You may sacrifice mobility and attacks to increase your ability to hit.

Prerequisites: Base attack bonus +6 or higher.

Benefit: With a full attack, give up all your attacks but one for the round. This single attack gets a +2 bonus, plus an additional +2 bonus for each attack you gave up.

For example: Alan, with a base attack bonus of +12, can normally make three attacks in a round, at +12, +7 and +2. With Attack Focus, he can make a single attack at +18, a +6 bonus (+2 for the feat, +2 for each of the two attacks he gave up).

Back-to-Back (General)

You are skilled at fighting back-to-back with a trusted ally.

Prerequisites: Base attack bonus +1 or higher.

Benefit: When you are adjacent to an ally who also has the Back-to-Back feat, you cannot be flanked.

Barroom Brawler (General)

You can dish it out and take it in a tavern fight.

Prerequisites: Con 13+, Toughness.

Benefit: You gain +4 hit points for the purpose of defending against subdual damage (See *Core Rulebook I*). In addition, your unarmed attacks deal 1d4 points of subdual damage plus your strength modifier (1d3 for small creatures).

Battle Leader (General)

Your banner or standard inspires your followers and cohorts in battle.

Prerequisites: Cha 13+.

Benefit: For this feat to have an effect, you must have a banner or standard that is recognisable to your followers and cohorts, and you must use this standard to urge, inspire or rally your troops.

All cohorts and followers that can directly see you or your banner gain a +1 morale bonus to attack rolls and saving throws versus all fear effects.

If either you or your banner falls, all followers and cohorts instead get a -2 penalty to attack rolls and saving throws versus all fear effects until you are restored, the standard is raised again or one minute elapses.

Blind-Fight (General)

You are able to fight in melee without being able to see your opponents.

Benefit: In melee, every time you miss because of concealment, you can reroll the miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no bonus to hit you in melee. That is, you do not lose your Dexterity bonus to Armour Class, and the attacker does not gain the usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks, however.

You suffer only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters of normal, instead of one-half.

Blood Oath (General)

This vow is normally taken for the most heinous of crimes, such as murder or treason and, once committed to the blood oath, a character will do everything in his power to track down and kill the people responsible for the injustice.
Prerequisites: Must have suffered a great injustice.

Benefit: Any character may swear a blood oath after having suffered an injustice, but those that take this feat will feel their blood boil and anger rise whenever the target of the Blood Oath is close by. Upon selecting this feat, you must choose a particular individual who has wronged you, your family or your race. When involved in combat with this individual, you will receive a +1 circumstance bonus to all attack and damage rolls. As soon as the individual has been killed or otherwise brought to justice, the Blood Oath may be transferred to another individual that has wronged you.

Special: You may select this feat multiple times, with each allowing you to select an additional individual for the Blood Oath.

Blunted Blade (General)

You have great skill with weapons, but prefer to use them to defend not attack.

Prerequisites: Proficient with weapon, Dexterity 13+.

Benefit: You gain a +1 dodge bonus to Armour Class when wielding a one or two-handed weapon. While using Blunted Blade you cannot attack with that weapon but may strike with unarmed attacks at no penalty. A monk character cannot use Flurry of Blows during any round in which he uses Blunted Blade. If fighting with two weapons, you gain no additional Armour Class bonuses from the second weapon, may only attack with one weapon and suffer the usual penalties for two-weapon fighting. An exception to this is a character using paired special monk weapons – he suffers no penalty to weapon attacks, though he still cannot use Flurry of Blows. Blunted Blade can be taken twice and its bonus is cumulative.

Bodyguard (General)

You are trained to protect others from harm without concern for your own safety. You use your shield to deflect attacks made against the person you must protect and stand in close ranks with him but do not disrupt his efforts to fight, cast spells, and take other actions.

Prerequisites: Base attack bonus +1 or higher.

Benefit: You may occupy the same area as any ally who is up to one size category larger than you. While you stand in the same area as an ally, you may protect him from harm. He gains the Armour Class bonus of any shield you carry; though you lose the protection granted by it. If you carry a tower shield, both you and your ally gain its benefits. Both you and the ally your protect suffer a –2 penalty to all melee attacks as you crowd each other and make it more difficult to fight. If, for some reason, the ally you defend becomes hostile or if you attack your defended ally, you must move to occupy your own 5 foot-by-5 foot area on your next turn. You may only grant the benefits of this feat to one person per round. You may not use this feat if you are prone, flatfooted, or have lost your Dexterity bonus to Armour Class.

Body Combat (General)

You may add an unarmed attack to your attack routine.

Prerequisites: Improved Unarmed Strike, Dex 15+.

Benefit: You gain the use of the Two-Weapon Fighting and Ambidexterity feats, but only when your off-hand weapon is an unarmed attack such as a kick, knee, elbow smash or head butt or an armoured variant of an unarmed attack such as a gauntlet, steel boot, kneepad, elbow guard or helmet.

Special: You can learn later feats for which Ambidexterity or Two-Weapon fighting are prerequisites based on the 'virtual' feats learned with Body Combat but you can then only use those feats when you fulfil the limitations of Body Combat.

Notes: Unarmed attacks are of a size two less that the user and so are always light weapons. With this feat, an armoured boot, kneepad, elbow guard, helmeted head or similar object works like a gauntlet, with or without spikes, and they can all be used with this feat if you are proficient with them.

Bonded Weapon (General)

You have used a single weapon so much that you have formed an almost spiritual bond with that specific weapon.

Prerequisites: Base attack bonus +8 or higher, Improved Critical (with weapon), Weapon Proficiency (with weapon), Weapon Focus (with weapon), Weapon Specialisation (with weapon).

Benefit: Choose a single unique weapon. For one month you train exclusively with that weapon, learning how to best wield that specific weapon most effectively. During the training period, you may use no other weapons or you must repeat the process. After the month of training, give the weapon a name to symbolise your intimate knowledge of the weapon. You gain an additional +2 to all attack rolls and +1 to damage with your named weapon (this stacks with the Weapon Focus and Weapon Specialisation bonuses). You do not gain the bonuses or penalties of this feat when wielding a weapon of the same type and suffer a -2 to all attack rolls with all other weapons.

Special: If your named weapon is ever destroyed or taken from your possession for more than a week, you must repeat the process of naming a weapon and continue to suffer the -2 to attack rolls with all weapons of a different type. You may never have more than one bonded weapon.

Break the Breath (Special)

Your stunning attack is particularly potent.

Prerequisites: Stunning Attack or Stunning Fist, Wis 15+

Benefit: You add +2 to the save DC for your Stunning Attack.

Breaking Blow (General)

You are capable of inflicting powerful attacks. This feat is often called tamashiwara by the monks who practice it.

Prerequisites: Base attack bonus +5 or higher, Str 15+, Improved Unarmed Strike, Power Attack.

Benefit: If you spend an entire round to prepare an unarmed melee attack (neither moving nor attacking) you can inflict extra damage equal to 1d6 times your Strength modifier. If applied against an inanimate object, all damage you inflict with this attack is doubled.

Broom Sweep (General)

With a fast, low sweep of your leg, you can cause even groups of enemies to tumble to the ground.

Prerequisites: Improved Unarmed Strike, Improved Trip, Finesse Trip, base attack bonus +4 or higher.

Benefits: As a full attack action, in lieu of your regular attacks, you can attempt a trip attack at your highest base attack bonus against every opponent within 5ft of you. Each successful trip attack allows you to make an automatic unarmed melee attack against that opponent, as with the Improved Trip feat but a failed trip attempt ends your action.

Bull Strike (General)

You are able to make vicious attacks after throwing yourself into an opponent.

Prerequisites: Dex 13+, Base attack bonus +6 or higher, Improved Bull Rush.

Benefit: When you perform a successful bull rush, you may follow it up with one melee attack against that opponent. This melee attack uses your highest base attack bonus and is considered a free action that does not draw an attack of opportunity.

For example: T'gal, a 10th level barbarian, bull rushes an opponent and succeeds. He has two attacks per round, one at +12 and a second at +7. He may immediately make a melee attack with his first melee attack modifier of +12.

If the opponent is knocked down or falls prone during the bull rush, he is considered to be prone for the attack.

Normal: See the rules for bull rush in *Core Rulebook I*

Called Shot General)

You do more damage with pinpoint attacks.

Prerequisites: Dex 13+.

Benefit: On your action, before making attack rolls for the round, you may choose to subtract a number from all attack rolls for the round and add the same number to all weapon damage rolls for Dexterity-based attacks. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next action.

Special: Creatures lacking an anatomy and thus immune to critical hits, are immune to this extra damage. Called Shot can be used with ranged weapons at ranges up to 30 feet.

Notes: Dexterity-based attacks are attacks that use the Dexterity modifier rather than the Strength modifier for attack rolls; missile weapons, thrown weapons and weapons used with the Weapon Finesse feat. Called Shot cannot be used with ranged touch attacks.

Canny Attack (General)

You are adept at taking advantage of your opponent's weakness.

Prerequisites: Base attack bonus +2 or higher, Int 13+, Pre-emptive Sense.

Benefit: You inflict an additional 1d6 points of damage on your opponent whenever he is denied his Dexterity bonus to Armour Class. This bonus applies with missile weapons as well, but only when you are within 30 feet of your target.

Special: This feat may be taken multiple times, to a maximum of five times. This damage stacks with the additional dice of damage gained from the Sneak Attack class ability.

Circle Boxing (General)

Your evasive, spinning footwork makes you difficult to hit but limits your forward movement.

Prerequisites: Fast Movement ability, Dodge.

Benefits: At the beginning of your turn, you may trade in Fast Movement bonuses for an increase to Armour Class. For each full 20 feet of Fast Movement sacrificed, down to a minimum of your racial base speed, you gain a +1 Dodge bonus to Armour Class. The Armour Class bonus and reduced speed last until the start of your next turn. Extra movement gained from magic items do not add to Armour Class.

Chin Na – Joint Locking (General)

You have learned the art of Chin Na, or joint locking.

Prerequisites: Dex 13+, Weapon Focus (grappling) or Weapon Finesse (grappling).

Benefits: You gain a +2 bonus to all opposed grapple checks and to unarmed damage inflicted in a grapple.

Choose the Poison (General)

Your knowledge of anatomy is unequalled and you are able to strike even the most well-protected pressure point with ease.

Prerequisites: Stunning Fist, Weapon Finesse (unarmed).

Benefits: When using a stunning attack, you choose whether your opponent must attempt a Fortitude or Will save.

Cleave (General)

You are able to follow through an attack to strike another opponent if you manage to drop an opponent with your blow.

Prerequisites: Str 13+, Power Attack.

Benefit: If you manage to damage a creature enough to make it drop (typically by dropping it to below 0 hit points, killing it, etc), you gain an immediate, extra melee attack against another creature in the immediate vicinity. You may not take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You may use this ability once per round.

Cleave Asunder (General)

Your Sunder attacks are usually more effective. You are trained in following through when you break an opponent's weapon or shield

Prerequisites: Fracture, Cleave.

Benefit: When attacking an opponent's weapon, shield or other held object, if the object is broken, you can immediately make another attack against the same opponent or another object he or she holds. You can use this ability only once per round.

Cleaving Charge (General)

You can wade through your opponents.

Prerequisites: Str 15+, Great Cleave, base attack bonus +6 or higher.

Benefit: As Great Cleave, except that you may move one 5ft square before each extra attack. You may not exceed half your base movement during the action.

Clever Monkey Spins the Branch (General)

You can adjust your grip quickly on any long handled weapon, allowing you to attack nearby opponents freely.

Prerequisites: Dex 13+, Weapon Focus.

Benefits: When wielding a reach weapon, such as a longspear, that does not normally allow you to attack adjacent opponents, you can adjust your grip to allow you to attack close-range foes. You cannot attack adjacent opponents in any round that you use reach to attack, nor may you use reach in any round that you attack adjacent foes. This includes attacks of opportunity. Adjusting your grip between reach and adjacent attack positions is a move equivalent action that does not provoke an attack of opportunity.

Clinch (General)

You have mastered the art of fighting at very close quarters.

Prerequisites: Base attack bonus +3 or higher, Dodge.

Benefit: You may move in under the guard of an opponent standing within five feet, as a move-equivalent action. He gets an attack of opportunity against you while you do this. You do not actually move anywhere, just step slightly closer to your opponent but you do get the benefit of the Mobility feat (if you have it). After you have moved in close, you get a +4 cover bonus to Armour Class, and a +4 circumstance bonus to attack rolls against the opponent you closed in on. If you and your opponent are ever more than five feet away from each other, you lose this bonus. You also lose the bonus if you move in on or attack someone else.

Special: To use this feat your weapon must be of a size class two categories smaller than your opponent's. So a tiny dagger works against a medium-sized longsword, but not against a small shortsword. A natural weapon or unarmed attack is considered to be two sizes smaller than the creature using it.

Cloak Fighting (General)

You can use a cloak or cape in your off-hand to harass your opponent.

Prerequisites: Parry, Riposte.

Benefit: As your free-action riposte, you can attempt to disarm your opponent with your off-hand cloak. Unlike a normal disarm action, this does not provoke an attack of opportunity. A cloak or cape is considered to be a medium size weapon.

Note: You suffer normal off-hand weapon penalties, which you can lessen with the Ambidexterity and Two-Weapon Fighting feats. A cloak is considered to be a light weapon for you, for the purposes of off-hand penalties only.

Close Order Combat (General)

You are trained to fight in a close-order unit.

Prerequisites: Base attack bonus +1 or higher.

Benefit: You and a comrade that also has this feat can fight together effectively. If you take a five foot step into his space during your turn, he can step into your space immediately, so that you exchange places. This allows both of you to make alternating attacks against the same opponent. To use this, you must delay your actions so you act on the same Initiative count and you must both be using the same type of small or medium weapon.

Notes: This feat is used by elite close-order units to let both the front ranks attack, and thus get greater attacking power in a small space.

Clinging Combat (General)

You are exceptionally skilled at fighting while climbing.

Prerequisites: Dex 13+.

Benefit: You do not lose your Dexterity bonus to Armour Class while climbing and, when you miss while attacking someone while climbing, you do not need to make a climb check to avoid falling.

Normal: A character who is climbing has no Dexterity bonus to Armour Class, and risks falling if he attacks someone and misses while climbing.

Collective Fury (General)

Multiple characters with the rage ability can cause fear in opponents.

Prerequisites: Ability to rage, Warcry.

Benefit: While a lone berserker is enough to instil fear in the hearts of otherwise stalwart men, a crazed mob of berserkers can rout entire units with the shrill sound of their clan's battle cry. A character with the Collective Fury feat knows how to amplify the terror that a raging mob can generate. When a character with the Collective Fury feat rages, all other characters within 30ft who are raging temporarily gain the benefits of the Warcry Feat. Multiple Warcry feats stack with each other.

Combat Caster Defence (Fighter)

You have fought many spellcasters in the past and have learnt the tricks they use to fire off spells quickly in the midst of battle. With your lightning fast reactions, few spellcasters are able to

successfully launch spells within combat when you are close.

Prerequisites: Dex 13+, Lightning Reflexes, base attack bonus +5 or higher.

Benefit: Whenever you gain an attack of opportunity upon an enemy spellcaster attempting to cast a spell, you force a -4 penalty to your enemy's Concentration check if they are damaged by your attack. In addition, you also force a -4 penalty to Concentration checks made to cast spells while on the defensive, so long as you are within five feet of the enemy spellcaster. This effectively negates any benefit spellcasters gain from the Combat Casting feat.

Combat Focus (General)

Paying little heed to distractions and other threats, you may focus your attacks on one opponent, leaving yourself open to others.

Prerequisites: Dodge, Improved Initiative, base attack bonus of +5 or higher.

Benefit: On your action, before making attack rolls for a round, you may choose to focus your efforts against one opponent. Against this opponent, you get a +2 bonus to attack rolls and a +1 dodge bonus to Armour Class. The +1 Armour Class bonus from Dodge must be applied to the same opponent for a total bonus of +2. You have a -2 penalty to Armour Class against all other opponents.

Combat Fury (General)

You can attack with an incredible fury.

Prerequisites: Rage class feature 2/day, base attack bonus +3 or higher.

Benefit: By using an additional rage per day while you are already enraged, you can enter a combat frenzy that enables you to make one additional attack per round at your highest attack bonus for the duration of your rage. This bonus attack and all other attacks made until your next action suffer a -2 penalty to your attack roll and you must take the full attack action in order to make this extra attack. In addition, when using this ability, you increase your Armour Class penalty to -4 during any round that you make this extra attack.

Combat Instincts (General)

You react instinctively when an opportunity presents itself in melee combat.

Benefit: If you are not flat-footed when an adjacent opponent's melee attack roll missed you by more than five, you may immediately make a single attack as a free action against that opponent. You may use this feat a number of times per round equal to your Dexterity modifier.

Combat Reflexes (General)

You are able to attack more than one opponent who leave themselves open and vulnerable.

Benefit: When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity modifier. You may still only make one attack of opportunity per enemy.

You may also make attacks of opportunity while flat-footed.

Special: A rogue with the Combat Reflexes feat can still only make one attack of opportunity in a round if he uses his opportunist ability to make that attack.

Combat Rotation (Fighter)

Fighters constantly battling the enemy soon become weary and injured. You have learnt to dive into the midst of melee combat to take the place of allies, thus relieving them from the fight and allowing them to retreat to rest and be healed.

Prerequisites: Mobility, base attack bonus +3 or higher.

Benefit: You make change places with any ally within five feet who is currently engaged in melee combat. This is a standard action on your part and does not generate an attack of opportunity either on yourself or your ally. This occurs during your Initiative of the round and does not effect your ally's Initiative in any way. Combat Rotation may not be used if the ally is unwilling to give up his position in the combat, nor if you are already threatened by an enemy.

Confident Charge (General)

You can charge around corners.

Prerequisites: Dex 13+, Wis 13+.

Benefit: When you take a charge action in combat, you can make a number of turns equal to your Dexterity modifier. None of these turns can exceed 90°.

Corrective Strike (General)

You are skilled at quickly compensating for errors in your fighting style.

Prerequisites: Base attack bonus +6 or higher.

Benefit: Once per round, when performing a full attack action, you gain an additional attack against an enemy if you attempt to attack them and miss. This attack and all subsequent attacks in this round suffer a -5 penalty to hit.

Combat Surge (General)

You can rush an action in combat at the cost of presenting opportunities to your opponents.

Prerequisites: Improved Initiative, base attack bonus of +2 or higher, Sneak Attack Ability.

Benefit: On your action, before making attack rolls for a round, you may choose to take a -4 penalty to your Armour Class until your next action. If you do so, you will gain +2 to your Initiative for the remainder of this combat. The bonus begins on the next round. If you take the refocus action, all bonuses gained from prior uses of this feat are lost.

Normal: A character without this feat can only modify his or her Initiative situation with the refocus full round action.

Combat Tactics (General)

You delay only a fraction of a second, losing an attack, but you increase your chance to penetrate your opponent's defences with a precision strike.

Prerequisites: Int 13+, base attack bonus of +6 or higher.

Benefit: When using the full attack action in melee, you may give up one attack from your attack sequence. You cannot sacrifice your last attack for the round in this way. You add the base attack bonus from the sacrificed attack to the attack roll for your next attack in the round. Other attack bonuses from the sacrificed attack, such as bonuses from magic, feats or Strength, are not carried over. Combat Tactics can only be employed once per round.

If using two weapons or a double-weapon, you may give up any one attack from any source. You may not combine Combat Tactics with Flurry of Blows or another feat or ability with a similar mechanic.

For example; A 13th level fighter has three attacks in a round with base attack bonuses of +13/+8/+3. Against a particular opponent, the +13 bonus may be give a good chance to hit, but the +8 bonus for the second attack is just not enough and the attack at +3 is almost useless. Combat Tactics is used and the second attack is sacrificed. The third attack now has a +11 bonus to hit; the +8 is carried from the second attack and added to the +3 that the third attack would normally have.

Concerted Attack (General)

You are well trained in directing the efforts of others during a co-ordinated attack

Prerequisites: Base attack bonus +3 or higher, Knowledge (tactics) skill.

Benefit: You can direct the actions of your allies to gain an additional bonus to flanking efforts. When you are leading a flanking attack against a single opponent, your allies involved in the melee gain a +4 flanking bonus on the attack roll.

Normal: Combatants attacking a flanked opponent normally gain a +2 on their attack roll.

Special: You must be able to effectively communicate with the other flanking members.

Cotton Cage (General)

You can use loose clothing to capture opponent's weapons.

Prerequisites: Improved Disarm, Improved Unarmed Strike, base attack bonus +4 or higher, loose robes or a cloak.

Benefits: On the start of your turn, declare that you are using Cotton Cage. The next opponent who

strikes you is automatically subject to either a disarm attempt (using the attack roll that struck you for the opponent's disarm check) if using a melee weapon or a trip attempt (no attack roll required) if the opponent attacks unarmed. Clothes are considered to be one size larger than the character wearing them when determining size modifiers for disarm and trip checks. You cannot be disarmed or tripped as a result of a failed check. Cotton Cage takes the place of your attack of opportunity for the round and opponents with the Improved Grapple feat who attempt to initiate a grapple are not subject to Cotton Cage.

Counterattack (General)

Your finely-honed reflexes and cool nerves in combat allow you to swiftly respond to attacks. You quickly turn your defence against an attack into an attack, battering aside your opponent's weapon and striking at him with your own.

Prerequisites: Improved Initiative, base attack bonus +3 or higher.

Benefit: Once per combat, you may strike an opponent who has just made a melee attack against you. After resolving your foe's action, you may make a single melee attack at your highest base attack bonus. You may take no other action aside from the single melee attack, not even a five feet adjustment movement. On your next action, you may act normally.

Crack Shot (General)

You are skilled at making well-places shots at targets behind cover.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: When you make a ranged attack against an opponent behind cover, the target's cover bonus to Armour Class is halved.

Crowd Fighting (General)

Your combat savvy and dextrous footwork make you difficult to pin down in combat.

Prerequisites: Dex 15+, Dodge, Mobility or Circle Boxing, base attack bonus +4 or higher.

Benefits: You are not considered flanked unless your are within the threatened areas of three or more foes, two of which must be on directly opposite sides of you. If three or more opponents threaten you, only those on directly opposite sides gain the benefits for flanking, including Sneak Attack opportunities. An exception to this is rogues of at least four higher levels higher than you, who can flank as normal.

Create Opportunity (General)

You are able to surprise opponents who attempt to pass you by.

Prerequisites: Dex 15+, Combat Reflexes, base attack bonus +3 or higher.

Benefit: In lieu of *all* your attacks of opportunity for one round, you may make a single attack of opportunity against a target who moves more than 5ft and moves through your threatened area in a manner that does not normally provoke an attack of opportunity.

Normal: Tumbling successfully does not provoke an attack of opportunity. Spring Attack does not provoke an attack of opportunity from the attacker's target. You get no attacks of opportunity against a target with at least 50% cover.

Note: If you have made even a single attack of opportunity since your last action, you may not use this feat, since you can no longer give up all attacks of opportunity. If the target has the feat Mobility, the mobility bonus to Armour Class still applies.

Crushing Blow (General)

Your charges strike with the incredible force.

Prerequisites: Fast Movement ability, Power Attack.

Benefits: At the end of a charge, if you move less than your standard movement, you add 1 point of damage to a successful attack per 10ft of movement remaining. Crushing Blow cannot be used if you charge beyond your standard movement.

For example: A 20th level monk (base speed 90 ft.) with crushing blow charges an opponent 10 ft. away. With a successful strike, he adds +8 to damage. The same monk charges an opponent 80 ft. away. With a successful strike, he adds +1 damage. If he charges 90 ft. or more, he adds no damage. Extra movement gained from magic items do not add to damage.

Dance of the Blade

You are able to tumble over, or past your opponent to strike them from behind.

Prerequisites: Dex 16+, Dodge, Mobility, Tumble skill 12+, base attack bonus +10 or higher.

Benefit: When engaged in combat by an opponent directly in front of you, you may attempt to dodge around, or over, your opponent to strike them from behind. Make a Tumble check (DC 30), if successful you have dodged around your opponent and are able to strike them from behind as if they were flanked. If unsuccessful, this action draws an attack of opportunity.

Note: You may not attempt to make a Dance of the Blade on an opponent who is larger in size than you, if attempted against an opponent who is smaller in size, you gain a +2 circumstance modifier to your Tumble check.

Darting Weapon (General)

Your melee attacks are incredibly fast.

Prerequisites: Expertise, base attack bonus +3 or higher.

Benefit: At the start of each round, you may subtract a number from all melee attack rolls and add the same number to your Initiative score. This number may not exceed your base attack bonus and the effects last until the start of the next round, at which time your Initiative changes to the result of your Initiative check at the start of combat, or the result of a refocus action. You may not make ranged attacks this round.

Deadly Feint (General)

You are a master of distracting your opponents in combat.

Prerequisites: Bluff skill, base attack bonus +10 or higher, Int 13+, Superior Disarm, Expertise, Improved Disarm.

Benefit: If you successfully feint in combat and attack your opponent while he is denied his

Dexterity bonus to Armour Class, that attack is automatically a critical threat.

Death Move (General)

You are a master of the arena, one who can both sway the crowd and truly be a dangerous foe to face. After defeating an enemy in the arena, you may perform a special death move you have practised to intimidate other gladiators and cause the crowd to howl. The specifics of the death move are up to you but actions such as decapitating the head of an enemy, impaling him on a spike or even ripping out his spinal column are particular favourites with the mob.

Prerequisites: Base attack bonus +6 or higher.

Benefit: If you make either a Strength or Dexterity check (your choice which) at DC 15, you may perform your death move on an enemy you have reduced to zero or lower hit points. Only melee weapons may be used in a death move. You will automatically gain a temporary +1 morale bonus on attack and damage rolls that will last until the end of the combat. In all other respects, this feat is treated as performing a coup de grace, as detailed in *Core Rulebook I.*

Defensive Fighter (Fighter)

There are many times in battle when attack is not the best option and your best hope is to buy time by fighting defensively. You are greatly skilled at this method of fighting and can keep enemies at bay while still striking back effectively.

Prerequisites: Dex 13+, base attack bonus of +2 or higher.

Benefit: When fighting defensively, you gain the normal +2 dodge bonus to Armour Class but only receive a -2 penalty to all attacks rolls.

Normal: When fighting defensively, a character suffers a -4 penalty on all attack rolls but gains a +2 dodge bonus to Armour Class.

Defensive Position (General)

Decrease the area around you from which you may be attacked.

Benefit: You are an alert combatant with a sixth sense about opponents. As long as you are mobile, you may decrease your face by one category. This will help limit the number of opponents that can attack you at one time.

For example: A large (long) creature has a face of 5 ft. x 10 ft. This feat would allow that creature to decrease its face to large (tall) instead, for a 5 ft. x 5 ft. face. With a 5 ft. by 10 ft. face, this creature could have been attacked by up to ten attackers. Now, without any cover or other restrictions that could limit the number of attackers, the creature can still decrease its face enough to reduce the number of attackers to a maximum of eight.

Defensive Stance (General)

You may sacrifice mobility and attacks to increase your defence.

Prerequisites: Base attack bonus +4 or greater.

Benefit: Make a move-equivalent action to get into a defensive stance. You receive a +2 Dodge bonus to Armour Class until the beginning of your next round.

Defensive Study (General)

Allows you to use your Intelligence modifier instead of your Dexterity modifier for Armour Class adjustments.

Prerequisites: Sense Motive skill, Alertness.

Benefit: Grants you the ability to substitute your Intelligence modifier for your Dexterity modifier when calculating Armour Class against a single opponent. To gain this benefit, you must be able to assess your opponent completely for at least three rounds of combat. During this period of study you are only able to take a partial action each round. Through the study of attack patterns you understand the best ways to avoid the attack methods used by your opponent.

Deflect Arrows (General)

You are able to deflect arrows and other ranged attacks with your bare hands.

Prerequisites: Dex 13+, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round, when you would normally be hit with a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack, the DC increases by that amount). If you succeed, you have managed to deflect the weapon. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon does not count as an action. Exceptional ranged weapons cannot be deflected.

Deflect Attack (General)

You can be more aggressive when fighting Defensively.

Prerequisites: Str 13+, Int 13+, Power Attack, Sunder, Expertise.

Benefit: When you are fighting defensively, your opponent provokes an attack of opportunity just before attacking you. Since you are fighting defensively, your attack of opportunity has a -4 penalty to attack.

If the opponent attacks you with a weapon, your attack of opportunity can only be used as a Sunder attack against the weapon used to attack you. If the opponent attacks you with an unarmed attack or a natural weapon, you attack the unarmed strike or natural weapon, effectively making an attack of opportunity against your opponent.

If your attack actually damages the opponent's weapon (or the opponent, in the case of an unarmed strike or natural weapon), subtract the damage dealt to the weapon or opponent from the damage you would sustain from their attack. In this way, it is possible to negate the damage from an opponent's attack.

Special: If you are attacking unarmed and you wish to use Deflect Attack, the prerequisites increase to Strength 13+, Dexterity 15+, Intelligence 13+, Power Attack, Sunder, Expertise, Improved Unarmed Strike, Eagle Claw Attack, base attack bonus +2 or higher. This simply adds Eagle Claw Attack, necessary for unarmed Sunder attacks, and its prerequisites to this feat.

Deft Lunge (General)

You are trained to take advantage of openings in an opponent's defence.

Prerequisites: Expertise, Dex 13+.

Benefit: When you use the attack action or full attack action in non-mounted melee combat, you may take as much as a -5 penalty to Armour Class to add the same number (up to +5) to a single attack roll in the same round. This number may not exceed your base attack bonus. Unless you also have the Mobility feat, this attack draws an attack of opportunity from the defender. The changes to Armour Class last until your next action. The bonus to your attack roll will stack with any other bonus.

Demolition (General)

You are good at demolishing objects and constructs.

Prerequisites: Profession (siege engineer) skill, Power Attack, Str 13+.

Benefit: If you take a full-round action that provokes an attack of opportunity to strike an immobile, inanimate object, the strike is a critical hit and has its damage multiplied by your weapon's critical hit multiple. You can only do this against an immobile object, thus it is not possible to score a critical hit against an object held or worn by another character this way. With this feat, it is also possible to score critical hits or do a coup de grace against constructs. These attacks are resolved in the normal fashion except that constructs automatically pass their Fortitude saves against death when they suffer a coup de grace attack.

Normal: Objects and constructs are not subject to critical hits or coup de grace.

Destructive Rage (General)

You are prepared to make the ultimate sacrifice to defeat your opponents.

Prerequisites: The Mountain Does Not Move, Toughness.

Benefit: Before making an attack roll, you may voluntarily sacrifice your own hit points to inflict additional damage. For every two hit points you sacrifice, you do 1d4 damage to your opponent if you hit. You may not sacrifice more hit points on one attack than your Constitution modifier. Your own hit points are lost whether or not your attack roll is successful.

Defensive Roll (General)

If struck with a life-threatening blow, your body instinctively gives way, providing you with another chance at life.

Prerequisites: Evasion, Reflex save 6+.

Benefit: Once per day, when you would be reduced to 0 hit points or less by damage in combat from a weapon or other blow (not a spell or special ability), you can attempt to roll with the damage. Make a Reflex saving throw, with a DC equal to the damage dealt, and on a success you take only half damage from the blow. You must be aware of the attack and be able to react to it in order to execute the defensive roll. If your Dexterity bonus to Armour Class is denied, you cannot roll. Since this effect would not normally allow you to make a Reflex save for half-damage, the Evasion ability does not apply to the defensive roll. You cannot use a defensive roll if wearing medium or heavier armour.

Determined Soul (General)

Through your will alone, you can increase the amount of damage taken before dying.

Prerequisites: Iron Will.

Benefit: Add your Wisdom modifier to the number of points of damage you can sustain before entering each category of the death and dying system.

For example: You have an 18 Wisdom (+4 bonus). You become disabled at -4, unconscious (and dying) from -5 to -13, and are dead at -14.

Dextrous Dodge (General)

You are skilled at dodging attacks.

Benefit: For the purpose of determining Armour Class, treat your Dexterity score as 2 points higher than its actual value.

Special: This feat grants virtual access to the Dodge feat, allowing you to take other feats for which Dodge is a prerequisite.

Distract (Fighter)

You are one of the few warriors who can regularly throw enemies off-balance and reduce the effectiveness of their attacks. Through a combination of feints and diversions, you can keep an enemy on his toes and yet retain your own devastating attacks.

Prerequisites: Cha 13+.

Benefit: The use of this feat is a free action. If you can succeed in a Charisma check at DC 10 + your opponent's character level/Hit Dice, you will cause him to take only partial actions in the next round of combat. This will only work on opponents who have an Intelligence score of at least 3, as animals and other base creatures will simply ignore your feints and fancy moves as they seek to rend you apart.

Diving Shot (General)

You are trained in fast, acrobatic, defensive manoeuvres while in ranged combat.

Prerequisites: Dex 13+, Point Blank Shot, Shot on the Run, Dodge and Mobility.

Benefit: When using the attack action with a ranged weapon in the same round in which you used a move action to move at least 20 feet, you gain a +2 dodge bonus to your Armour Class against ranged attacks.

Dodge (General)

You are skilled at dodging blows from a single opponent.

Prerequisites: Dex 13+.

Benefit: During your action, you designate an opponent and receive a +1 Dodge bonus to Armour Class against attacks from that opponent. You are able to select a new opponent on any action.

Note: A condition that makes you lose your Dexterity bonus to Armour Class (if any) also causes you to lose your Dodge bonuses. Also, Dodge bonuses stack with each other, unlike most other types of bonuses.

Dodge Monster (General)

Ducking and weaving, constantly in motion, you are able to easily evade the attacks of larger foes until the time is right to launch a devastating counter-attack.

Prerequisites: Monster Slayer, Dodge, base attack bonus +7 or higher.

Benefit: When you use the Dodge feat against an opponent of Large or greater size, you may take a move-equivalent action to gain an extra Dodge bonus to Armour Class as follows:

Large opponent	+1
Huge opponent	+2
Gargantuan opponent	+4
Colossal opponent	+8

This bonus stacks with the usual +1 bonus for use of the Dodge feat and lasts until your next action.

Special: If you also have the Mobility feat, you may move up to your full normal speed during the move-equivalent action you took to gain the Dodge bonus.

Donning Armour (Fighter)

You are adept at donning and removing armour in a very short period of time, allowing you to react quickly to enemies who attack camps and other places of rest.

Benefit: You can don and remove armour far quicker than others. The time required to get into or out of armour, as described in *Core Rulebook I*, is halved, regardless of whether you have help or not. There is no further reduction when being aided by another, and assistance is still required to don half- or full-plate armour.

Double Step (General)

You can safely step further in combat.

Prerequisites: Dodge, Mobility, Dex 15+, Tumble skill 6+ ranks, Jump skill 12+ ranks.

Benefit: When in light or no armour and encumbrance, you can do a 10 ft. step instead of the usual 5 ft. step and still do a full action without provoking attacks of opportunity.

Double Weapon Fighting (General)

You have learned to fight effectively with both ends of your double-ended weapon.

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

Benefit: You fight with your chosen double-ended weapon as though you had Two Weapon Fighting, Ambidexterity and as though you were using two weapons with a light weapon in your off hand.

Normal: Use a double weapon as though you were using two weapons with a light weapon in your off hand.

Special: You may take this feat multiple times. Each time, it applies to a different double-ended weapon.

Note: You can learn later feats for which Ambidexterity or Two-Weapon fighting are prerequisites based on the 'virtual' feats learned with Double Weapon Fighting but you can then only use those feats with the specific weapon you have chosen.

Draw Attack (General)

You watch for melee attacks against an ally you defend, leaping to deflect them as they are made.

Prerequisites: Bodyguard.

Benefit: When using your Bodyguard feat to defend an ally, you may actively defend your ally by intercepting melee attacks made against him. This feat works in two different ways. You may choose the ready action to defend the ally you protect with your Bodyguard feat on his action. When your ally makes his next turn, you automatically become the target of any melee attacks made against your defended ally so long as he is within the area you threaten without a reach weapon. This includes any readied attacks made against your ally and attacks of opportunity triggered by his actions, such as casting spells or firing a missile weapon. If you drop before resolving all the attacks against your ally, the remaining attacks may target him as normal.

You may also ready an action to deflect the attacks of a specific enemy or an enemy who fulfils a specific criterion, such as moving into an area or attacking your ally. Your chosen enemy (or the one who fulfils the conditions of your readied action) must attack you rather than the ally you protect with your Bodyguard feat.

When using Draw Attack in this manner, you may force ranged attacks to target you.

You may not use this feat if you are prone or flatfooted, or if you have lost your Dexterity bonus to Armour Class.

Special: When resolving attacks forced against you by this feat, you gain the Armour Class bonus from your shield, if any.

Ducking Shot (General)

You are skilled at dodging while using your ranged weapon.

Prerequisites: Point Blank Shot, Dodge, Dex 13+.

Benefit: You get a +4 dodge bonus to Armour Class against attacks of opportunities caused while making a ranged attack in an area threatened by your enemies.

Note: A condition that makes you lose your Dexterity bonus to Armour Class (if any) also makes you lose dodge bonuses.

Elusive Grappler (General)

You rely on quick techniques, rather than powerful ones, when grappling.

Prerequisites: Dex 13+.

Benefits: You can apply your Dexterity modifier, rather than your Strength modifier, in all grapple checks.

Expert Grappler (Fighter)

You are an expert in bringing down opponents while unarmed and are capable of wrestling free out of the strongest of holds. Even larger opponents have difficulty in pinning you down.

Prerequisites: Str 13+, Dex 15+, Weapon Focus (grapple).

Benefit: You may add your Dexterity modifier in addition to your Strength modifier to all Grapple checks.

Normal: A character's normal attack bonus on a Grapple check is based on his base attack bonus, plus his Strength modifier, plus his size modifier.

Exotic Weapon Proficiency (General)

You are proficient in the use of a type of exotic weapon such as a bastard sword (see *Core Rulebook I* for a list of exotic weapons).

Prerequisites: Base attack bonus +1 or higher.

Benefit: You are able to make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you choose this feat, it applies to a new weapon. Proficiency with the bastard sword or the dwarven waraxe has a prerequisite of Str 13+.

Expert Aim (General)

You may attack exacting precision, resulting in extra damage.

Prerequisites: Precise Shot, base attack bonus +6 or higher.

Benefit: If you take the Full Attack action when using a device missile weapon (e.g. bow, crossbow), you may choose to make a single attack with a range of 30feet or less using your Expert Aim. While you normally apply your Dexterity bonus only to attack, in this case you also apply your Dexterity bonus to damage. This feat is ineffective against creatures that are not subject to critical hits (e.g. constructs, elementals, oozes, plants and undead).

Normal: Your Dexterity modifier applies only to your attack roll.

Expert Cowerer (General)

Gain or better the effects of cover even when there is none

Benefit: You are so good at cowering that you can make yourself a smaller target. When there is no cover around you, you gain the effects of one-quarter cover (+2 Armour Class bonus, +1 save bonus). When in a covered area, you are covered as if the level of cover was one place better. While cowering, you are considered immobile and flat-footed. You can only take a partial action each round and this action cannot be a movement action (e.g. you could cower behind a rock and still fire a bow once per round but you could not cower as you run from rock to rock). The act of finding a good spot and cowering (e.g. scrunching yourself up to gain the benefits of this feat) is, in itself, a full round action.

Expertise (General)

You are able to use your skills in combat to defend yourself, as well as to attack.

Prerequisites: Int 13+.

Benefit: When you use the attack action or full attack action in melee, you may take a penalty of as much as -5 on your attack and add the same number (up to +5) to your Armour Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armour Class last until your next action. The bonus to your Armour Class is a dodge bonus.

Normal: A character not capable of the Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to Armour Class.

Extra Rage (General)

Your rage is legendary and fearsome to behold.

Prerequisites: Rage class ability, base attack bonus +2 or higher.

Benefit: You can go into a rage an additional time per day.

Special: This feat can be taken more than once, each time allowing you to enter a fit of rage one more time per day.

Far Shot (General)

You are skilled at shooting your weapon great distances.

Prerequisites: Point Blank Shot.

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by ½). When you use a thrown weapon, its range increment is doubled.

Fearsome Display (Fighter)

You know your weapons intimately and can readily spin through a series of rapid manoeuvres, twirling blades and making a weapon sing as it slices through the air. By performing such quick and lethal-looking manoeuvres, you can intimidate your opponent before a blow is struck.

Prerequisites: Base attack bonus +3 or higher, Intimidate skill 6.

Benefit: You may select one enemy within 30 feet to perform the Fearsome Display to. Make an Intimidate check at DC 10 + the enemy's character level. Only melee weapons may be used in a Fearsome Display. If successful, the enemy will automatically gain a temporary –1 morale penalty on attack and damage rolls for the duration of the combat. This feat may only be used against an enemy once per combat.

Fencing Stance (General)

You defend well with a single, light weapon.

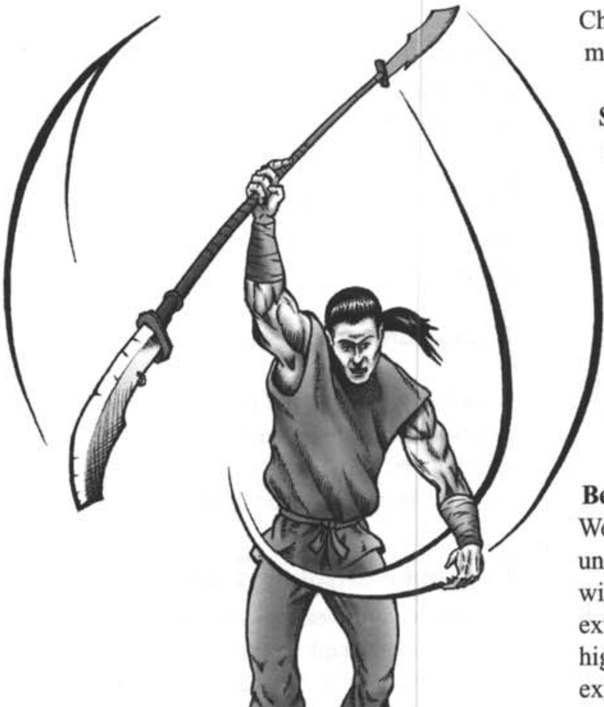
Prerequisites: Weapon Finesse.

Benefit: When employing a single weapon for which you have Weapon Finesse in one hand, and using the other hand for balance only, your defensive stance improves, granting you a +2 Dodge bonus to Armour Class.

Fiery Rage (General)

Your Rage burns particularly hot and can be sustained longer than usual

Prerequisites: Rage character class ability.



Benefit: You can rage for a number of rounds equal to 6 plus your rage-enhanced modified Constitution modifier.

Normal: A fit of rage normally lasts a number of rounds equal to 3 plus the raging character's newly modified Constitution modifier.

Finesse Trip (General)

You know that strength is not the only way to topple a mountain.

Prerequisites: Improved Unarmed Strike, Improved Trip.

Benefits: You use a Dexterity, rather than Strength, check when attempting to trip an opponent.

Flashy Attack (General)

You are able to use an impressive display of prowess to catch your opponents off guard.

Prerequisites: Base attack bonus +6 or higher, Accurate Attack or Weapon Finesse with the weapon used.

Benefit: As a full round action, you can add your Charisma modifier (in addition to all other modifiers) to your attack roll.

Special: This feat can be taken multiple times, each time it applies to a new weapon.

Flurry of Blades (General)

You can strike with exceptional speed when wielding light weapons.

Prerequisites: Weapon Finesse, Weapon Focus with weapon, base attack bonus +3 or higher, Dexterity 13+.

Benefit: Choose one weapon that you have Weapon Focus and Weapon Finesse for. When unencumbered, in light armour or less, and wielding this type of weapon, you may make one extra attack per round. The attack is at your highest base attack bonus but each attack (the extra one and all the normal ones) suffer a -2 penalty. You must use the full attack action. This feat does not stack with other feats/abilities or situations that grant extra attacks, such as Flurry of Blows, two weapon use, double weapons, or creatures that make multiple attacks. It does stack with the increased number of attacks of a character with high base attack bonus.

Flurry of Blows (General)

Make one extra open hand attack per round at the expense of accuracy.

Prerequisites: Improved Unarmed Strike.

Benefit: Make one extra unarmed strike per round at your highest base attack. All attacks made this round suffer a -2 penalty.

Special: This feat cannot be used in conjunction with any other feat that allows multiple attacks or with the virtual feat of the same name gained by a monk.

Flying Leap (General)

The flying leap is a classic battle tactic and has the advantage that it can be taught to anyone, however inexperienced in combat. A variant of the charge, it is particularly useful against a foe who expects you to simply run onto his spear.

Benefit: When you make a charge action against an opponent who has set a weapon against your charge, they must succeed at a Will save (DC 15 + your Charisma modifier) or completely lose the attack they readied.

Focus the Flame (General)

Some forms of meditation teach the student to focus the will and ignore outside turmoil by visualising a spark of flame drifting in an endless black void. You have learned this technique.

Prerequisites: Still Mind ability, Concentration 10 ranks, Wis 15+.

Benefits: Once per day you may substitute your ranks in Concentration for the 1d20 roll in any saving throw. Bonuses gained from Skill Focus (concentration) are counted as ranks for the purposes of this feat but modifiers from ability scores or special abilities are not.

Follow-Up Strike (General)

You have learned to turn even the slightest success to your advantage and capitalise on your momentum in battle.

Prerequisites: Base attack bonus +8 or higher, Str 13+, Pierce Armour.

Benefit: If you succeed on a melee attack roll by an amount greater than the amount needed to succeed you gain half the difference (round up) as a bonus to your next attack roll against the same opponent in the same round. If you have no more attacks this round, the bonus is lost.

Fracture (General)

You are skilled at exploiting weaknesses in objects.

Prerequisites: Sunder, Power Attack, base attack bonus +2 or higher.

Benefit: When attacking an object with hardness greater than or equal to that of your weapon, you gain +2 circumstance bonus to damage. When you are attacking an object with hardness less than that of your weapon, you gain a +5 circumstance bonus to damage.

Frog on the Lilypad (General)

By focusing your chi, you can walk on water as if it was solid ground.

Prerequisites: Wis 15+, Balance 15 ranks, Concentration 10 ranks, Fast Movement 60 ft.

Benefit: With successful Concentration and Balance checks against DC 25, you can move your normal movement rate across relatively calm liquid surfaces for a number of rounds equal to 1 + your Wisdom modifier. With a successful Concentration check against DC 30, you can stand motionless atop liquid surfaces for 1+ Wisdom modifier rounds. The difficulty for all Concentration and Balance checks increases by 5 when attempted on liquids with fast or choppy currents and up to 10 when attempted in conditions equivalent to storm-tossed seas. A character using Frog on the Lilypad can even attempt to run across the surface of oozes and other creatures with amorphous, primarily liquid, bodies but the DC to do so is at least 40 and they provoke an attack of opportunity from the creature when doing so. Characters are subject to normal contact damage for moving across liquids other than water, if appropriate.

Furious Strength (General)

You can channel your rage into a single burst of incredible strength.

Prerequisites: Rage class ability.

Benefit: You can choose to forgo the normal benefits of rage for a single round of incredible strength. To use this feat, you must still be able to rage at least once during the current day. Furious Strength may be invoked whenever rage could be activated. When you use this feat, you gain a +20 bonus to Strength for a single action that can last no longer than one minute. This can be used to bash down an obstacle, lift an impossible weight until your friends can run safely through, or deal tremendous damage to a foe with a single attack. After this action, you are fatigued for one minute, suffering the same effects as if you had just finished a rage.

Ghost Touch (General)

By channelling your ki you can effectively strike incorporeal opponents.

Prerequisites: Wis 13+, Ki Strike class ability.

Benefit: You can make unarmed attacks against incorporeal opponents as if you had the ghost touch power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source. Like Ki Strike, Ghost Touch is a supernatural ability.

Ghost Steps (General)

Your footsteps echo strangely and no longer betray your location.

Prerequisites: Dex 13+, Tiger Treads on Eggshells, Move Silently 10 ranks.

Benefit: Thanks to your knowledge of acoustics you can, should you choose, cause the sound of your footsteps (as well as breathing and the rustle of gear) to issue forth from any direction and location within a 30ft radius. With a successful Move Silently check, enemies are not aware of your true location and believe the Ghost Steps to be real. On a failed Move Silently check, enemies are aware of your real location and hear your ghost steps for what they are, echoes. Ghost Steps does not work in areas affected by *silence* effects or when underwater.

Giant Fighter (General)

You are especially adept at battling creatures larger than yourself.

Prerequisites: Base Reflex save +4, base attack bonus +4 or higher.

Benefit: When fighting a creature larger than yourself, you gain a +2 bonus on your attack rolls.

Gigantic Weapon (General)

You are proficient at wielding extremely large weapons.

Prerequisites: Str 15+, base attack bonus +3 or higher.

Benefit: You can wield a weapon two sizes larger than yourself with two hands, suffering a -2 penalty on all attack rolls when doing so.

Normal: You normally can only wield a weapon one size larger than yourself with two hands.

Great Cleave (General)

You are able to strike multiple times after dropping your opponents.

Prerequisites: Str 13+, Power Attack, Cleave, base attack bonus +4 or higher.

Benefit: As Cleave, except that you have no limit to the number of times you can use it per round.

Hair Trigger Reflexes (General)

You leap into action while others are still reaching for their swords. In combat, you always react first and often leave enemies who thought they had you surprised struggling to deal with your unexpected counterattack.

Prerequisites: Improved Initiative, Dex 15+.

Benefit: Once per day, you do not roll for Initiative, instead using this feat to automatically gain an Initiative score equal to 1 + the current highest score in a combat taking place around you. Even if you are caught flatfooted, you may activate this ability to act during a surprise round. If two characters attempt to use this feat, they both receive the new Initiative score. Determine who goes first as normal for tied Initiatives. You must declare your use of this feat before anyone, including the Games Master, rolls Initiative.

Hammer Blow (General)

You know that power makes up for subtlety. Where other martial artists strike like lightning, you prefer kicks and punches that hit like a battering ram.

Prerequisites: Flurry of Blows ability, Power Attack, base attack bonus +4 or higher.

Benefits: In lieu of an extra attack when using Flurry of Blows, you add damage to your first attack equal to the base attack bonus of the sacrificed extra attack, minus the Flurry of Blows penalty.

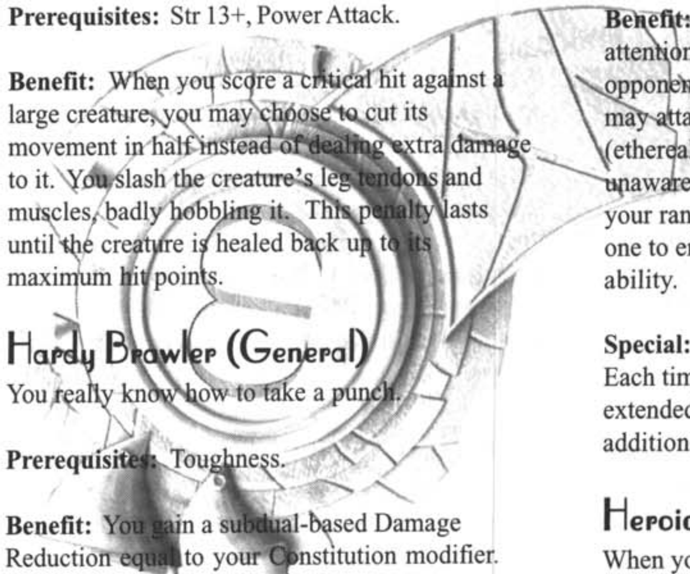
For example: an 11th level monk with an unarmed base attack bonus of +8/+5/+2 and a +1 Str bonus to damage would, when using Hammer Blow, have an unarmed base attack bonus of +6/+3/+0 with +7 to his first damage roll and +1 to the rest.

Hammer Blow can be used in conjunction with Power Attack.

Hamstring (General)

Choose one type of weapon. You have acquired specialised training in fighting large creatures with that weapon; either imparted to you by an accomplished weapon master or gained on the battlefield through first hand experience. You are familiar with the vulnerable portions of a large creature's lower body and can injure its legs in a way that leave it crippled.

Prerequisites: Str 13+, Power Attack.



Benefit: When you score a critical hit against a large creature, you may choose to cut its movement in half instead of dealing extra damage to it. You slash the creature's leg tendons and muscles, badly hobbling it. This penalty lasts until the creature is healed back up to its maximum hit points.

Hardy Brawler (General)

You really know how to take a punch.

Prerequisites: Toughness.

Benefit: You gain a subdual-based Damage Reduction equal to your Constitution modifier. This only applies to subdual damage.

Special: This feat cannot be used against psionic or magical weapons or attacks.

For example: If you have a Constitution modifier of +3, you can subtract the first three points of subdual damage from each subdual attack. If a punch only did two points of subdual damage, you would take no damage from the strike. If a punch did five points of subdual damage, you would only suffer two of those five points.

Heavy Armour Dexterity (General)

You are unaffected by the weight of heavy armour.

Prerequisites: Con 13+, base attack bonus +1 or higher, Armour Proficiency (light and medium.

Benefit: You are proficient with heavy armour. Your normal speed and maximum running speed are unaffected by armour, unless the weight of the armour causes you to be encumbered. The maximum Dexterity bonus of any heavy armour you wear is increased by one, and check penalties are reduced by one. This feat counts as the Heavy Armour Proficiency feat for the purposes of determining prerequisites.

Heightened Awareness (General)

You rely on senses other than sight to perceive a foe.

Prerequisites: Base attack bonus +6 or higher, Wis 15+, Blind-Fight.

Benefit: You may use this feat to focus your attention on one opponent within five feet. If this opponent is invisible, ethereal, or concealed, you may attack him with no penalty or miss chance (ethereal targets remain intangible), if you are unaware of invisible or ethereal opponents within your range, this feat automatically detects the first one to enter your range. This is an extraordinary ability.

Special: This feat may he selected multiple times. Each time it is selected, your sensory range is extended by five feet and you may track an additional opponent.

Heroic Evasion (General)

When you focus on an effort you may get flashes of insight about the immediate future allowing you to avoid disastrous mistakes.

Prerequisites: Great Fortitude, Iron Will, Lightning Reflexes.

Benefit: You may reroll a check or save you just made and apply a insight bonus equal to your

Charisma modifier. You may do this once per day. You must take the result of the reroll, even if it is worse than the original roll.

Heroic Recovery (General)

You make miraculous (albeit slow) recoveries after being left for dead.

Prerequisites: Con 13+, Endurance, Great Fortitude.

Benefit: When you fall below 0 hit points you do not continue to bleed (e.g. take 1 point of damage each round). This feat does not prevent you from dying when you have -10 hit points or less.

Hidden Tiger (Special)

Your small size leads opponents to believe you are weak, a mistake you always use to your best advantage.

Prerequisites: Small size, Improved Unarmed Attack.

Benefits: When attacking unarmed, or when using a Tiny size weapon, you gain an additional +1 small size bonus to attack rolls in the first round of combat when fighting opponents of Medium-size or larger.

Holding Basics (General)

You have trained in the fundamentals of holds and locks, making it both easier for you to grapple someone and harder for them to escape once you have been successful.

Benefit: This feat grants you the following abilities.

Joint Lock: Opponents receive a –4 penalty to all attempts to escape your pins.

One-Handed Choke: You can grapple or pin an opponent using only one hand, leaving the other free for other tasks, such as attacking or deflecting arrows.

Holy Fury (General)

You can channel positive energy and rage to deal severe damage to undead.

Prerequisites: Ability to channel positive energy, Rage class ability.

Benefit: Characters who can both rage and channel positive energy (turn undead) can combine those two abilities when fighting undead. By sacrificing one turning attempt for the day while raging, you gain the ability to affect undead with critical hits. This lasts until the end of the current rage.

Humble Shield (General)

By deliberately catching an opponent's blade in the wood of your shield, you can twist it out of their hands and take it for your own use.

Prerequisites: Shield Expertise, Improved Disarm, base attack bonus +5 or higher.

Benefit: You may make an attempt to disarm an opponent using your shield, so long as the opponent's weapon is of either the piercing or slashing type. Unlike a normal disarm attempt, you must ready your disarm attempt when using this feat. When an opponent attacks, you make an opposed attack roll with a +1 if you are using a small shield, or +2 if you are using a large shield. If they beat you, they damage you normally. If you beat them, their weapon damages your shield as though they had made a strike a weapon attack action (see *Core Rulebook I*), but you have successfully disarmed them and may draw their weapon from your shield as a standard action (or as a free action if you also have the Quick Draw feat). This feat may only be used with a wooden shield.

Special: If for some reason you choose to leave the weapon embedded in your shield, the shield will be of no use (that is, no Armour Class benefit, no shield bashes, no more use of this feat etc) until you do remove it.

Hunter's Wisdom (General)

Your knowledge of animals makes you more skilled at killing them.

Prerequisites: Knowledge (nature) skill.

Benefit: Whenever you are in combat with an animal or beast, you can make a Knowledge (nature) check at a DC of 10+ the creature's Hit Dice. If you succeed, the threat range of any weapon you use against the creature is increased by 1.

Improved Armour Use (Fighter)

Choose one type of armour, such as the chain shirt. You are especially good in using this armour to its fullest effect and its weight and encumbrance rarely restrict you.

Prerequisites: Base attack bonus of +1 or higher.

Benefit: You may reduces the armour check penalty by -1 whenever you wear this type of armour.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of armour.

Improved Bull Rush (General)

You are skilled at moving your opponents back in combat.

Prerequisites: Str 13+, Power Attack.

Benefit: When you perform a bull rush action, you do not draw an attack of opportunity from the defender.

Improved Combat Focus (General)

You have practised the arts of two-on-one combat, enhancing your Combat Focus.

Prerequisites: Combat Focus.

Benefit: When using the Combat Focus feat, you may specify two opponents to focus against. Against the second, you have neither bonuses nor penalties.

Improved Critical (General)

You are adept at inflicting highly-damaging blows with a weapon.

Prerequisites: Proficient with weapon, base attack bonus +8 or higher.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can take this feat multiple times. The effects do not stack. Each time you gain this feat, it applies to a new weapon.

Note: *Keen* magic weapons also double their normal, non-magical threat range. As with all doubled doublings, the result is triple.

Improved Deflect Arrows (General)

You can deflect arrows several times in a round.

Prerequisites: Deflect Arrows, Dex 13+.

Benefit: You may Deflect Arrows more than once each round. Each attempt at deflection beyond the first counts as one of your attacks of opportunity for the round.

Improved Deflect Attack (General)

You expertly block many incoming attacks.

Prerequisites: Str 13+, Int 13+, Power Attack, Sunder, Expertise, Combat Reflexes, Deflect Attack.

Benefit: When using Deflect Attack, you ignore the -4 penalty to attack normally associated with fighting defensively. This does not affect any other attacks you make while fighting defensively.

Improved Disarm (General)

You are skilled at disarming your opponents without risk to yourself.

Prerequisites: Int 13+, Expertise.

Benefit: You do not suffer an attack of opportunity when attempting to disarm an opponent, nor does the opponent have a chance to disarm you in response.

Improved Dodge (General)

When you fight, it seems as if you possess a sixth sense, instinctively twisting out of the way of well-aimed blows from all your opponents. This ability has saved your life more times than you care to remember.

Prerequisites: Dex 13+, Dodge, Lightning Reflexes.

Benefit: You receive a +1 Dodge bonus to Armour Class against attacks from all opponents during each round. Note that a condition causing you to lose your Dexterity bonus to your Armour Class (such as being caught flat-footed) will also cause the loss of dodge bonuses. Also, unlike most Dodge bonuses, this bonus does not stack with the Dodge feat bonus.

Improved Far Shot (General, Ranged)

You can attack with ranged weapons more accurately at long range.

Prerequisites: Point Blank Shot, Far Shot, base attack bonus +2 or higher.

Benefit: You gain a +2 bonus that only works to negate range-based penalties.

Improved Feint (General)

You are adept at taking advantage of an opponent who overreaches himself.

Prerequisites: Base attack bonus +4 or higher, Pre-emptive Sense, Bluff Skill.

Benefit: You may feint in combat as a move equivalent action. All other aspects of the feint action remain the same, including the chance of an attack of opportunity if your Bluff check fails.

Normal: Feinting in combat is a standard action. (See the Bluff skill in *Core Rulebook I*).

Improved Ki Strike (General)

Your Ki Strike is more potent than normal

Prerequisites: Wis 19+, Ki Strike +1.

Benefits: Add +1 to the effective enhancement bonus of your Ki Strike ability. This feat can be taken only once.

Improved Initiative (General)

You are adept at reacting quickly and are thus faster in combat.

Benefit: You receive a +4 bonus on Initiative checks.

Improved Leverage (General)

You are a master of leveraging yourself against opponents, giving you an advantage during unarmed manoeuvres.

Prerequisites: Improved Trip.

Benefit: You gain a +4 bonus to your ability checks when initiating or defending against trip attempts, and a +2 bonus to all Grapple checks.

Improved Mounted Combat (General)

You may evade more than one attack to your mount in a round.

Prerequisites: Mounted Combat, Ride skill.

Benefit: You may use your Ride skill and Mounted Combat feat to evade one additional attack each round.

Special: This feat can be taken several times, and stacks with itself.

Improved Power Double Weapon (General)

You can inflict terrible blows with a double weapon.

Prerequisites: Double Weapon Fighting, Power Attack, Power Double Weapon, base attack bonus +6 or higher.

Benefit: When wielding a double weapon, you add one and one-half your Strength bonus to damage rolls with both your primary attack(s) and secondary attack(s).

Normal: Without this feat you add your full Strength bonus to damage rolls with your primary attacks and half your Strength bonus to damage rolls with your secondary attack.

Improved Salmon Leap (General)

By leaping the Salmon Leap at the last possible moment before being flanked, you can cause your opponents to strike one another rather than you.

Prerequisites: Salmon Leap, Dodge

Benefit: So long as you have a Salmon Leap readied (see *Core Rulebook I*), any foes who attempt to flank you must make opposed Dexterity checks with you or attack each other instead of attacking you. Only their first attack on the round in which you leap is affected.

Special: You may be fairly loose about the conditions for activating your Salmon Leap; for example, you could specify 'I ready my Salmon Leap to use against either a thrown weapon attack, or a charging foe, or enemies attempting to flank me'. The first of the specified conditions that is satisfied will prompt the use of your Salmon Leap.

Improved Soft Step (General)

You can move more quickly while maintaining your light step.

Prerequisites: Dex 15+, Soft Step.

Benefit: As Soft Step, except that a character can move his base speed while maintaining his light footing. In addition, skill check DCs are only increased by two instead of five when using skills and Soft Step together.

Improved Subdual (General)

You really know how to subdue opponents.

Prerequisites: Proficient in a bludgeoning weapon.

Benefit: When attacking with a bludgeoning weapon and attempting to do subdual damage you do not incur the usual penalties for attempting to do subdual damage. Also, the weapon's threat range is doubled when dealing subdual damage.

Improved Trip (General)

You are adept at tripping your opponents and taking advantage of them.

Prerequisites: Int 13+, Expertise.

Benefit: If you manage to trip an opponent in melee combat, you may immediately make a melee attack against that opponent as if you had not used your attack for the trip attempt.

Improved Two-Weapon Fighting (General)

You are particularly skilled at fighting with more than one weapon in your hands.

Prerequisites: Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher.

Benefit: In addition to the standard single extra attack you receive with an off-hand weapon, you get a second attack with the off-hand weapon, albeit at a -5 penalty.

Normal: Without this feat, characters can only get a single extra attack with an off-hand weapon.

Special: A ranger who meets only the base attack bonus prerequisite can gain this feat, but can only use it when wearing light armour or no armour.

Improved Unarmed Strike (General)

You are skilled at fighting without weapons.

Benefit: With respect to combat and attacks of opportunity, you are considered to be armed even when unarmed – that is, armed opponents do not get attacks of opportunity when you attack them while unarmed. However, you still get an opportunity attack against any opponent who makes an unarmed attack upon you.

Special: A monk fighting unarmed automatically gains the benefit of this feat.

Improved Underwater Combat (General)

You are a master of underwater combat and fight with equal ease whether submerged or on dry land.

Prerequisites: Underwater Combat, base attack bonus +6 or higher.

Benefit: While using piercing weapons, you suffer no penalty to Initiative checks and attack rolls in underwater melee combat. This feat has no effect when used in conjunction with slashing or bludgeoning weapons.

Normal: A character without this feat fights with a –4 penalty to their Initiative checks and attack rolls while underwater. In addition, those using slashing or bludgeoning weapons will suffer a –4 penalty to their damage rolls.

Improved Weapon Focus (Fighter)

You are exceptionally good at wielding one type of weapon and are able to thrust home lightning fast attacks that defy rational explanation. You are truly a master of combat.

Prerequisites: Proficient with weapon, Weapon Focus, base attack bonus +8 or higher.

Benefit: Improved Weapon Focus may only be taken for a weapon type already chosen for the Weapon Focus feat. From this point, you will gain a +2 bonus to all attack rolls you make with the selected weapon. This bonus replaces that gained with Weapon Focus and they do not stack.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Improvised Weapon Proficiency (General)

You possess skill with a variety of crude and unpredictable weapons.

Prerequisites: Base attack bonus +1 or higher, Dex 13+.

Benefit: Select three small weapons, or two medium weapons, or one large weapon and one small weapon, with which you are not currently proficient. You gain proficiency in the selected weapon or weapons. You may not select a weapon with a base gold cost greater than 50 gp.

Special: This feat can be gained multiple times. Each time it is learned, it applies to a new weapon.

Improvised Weapons (General)

You are adept at making the most of whatever weapons come to hand.

Prerequisites: Base attack bonus +2 or higher.

Benefit: When you use a weapon that you are not proficient with, or an improvised weapon for which no proficiency is possible, you suffer only a -2 penalty to hit.

Normal: The normal penalty in this situation is -4.

Increased Reload (General)

One of the greatest failings of all black powder weaponry is the amount of time it takes reload them. You are well trained in the use of such weapons and can reload them far quicker than normal.

Prerequisites: Exotic Weapon Proficiency (blackpowder).

Benefit: All reload times for black powder weapons are reduced by one standard action. However, the use of this feat may never reduce this time to less than a single standard action.

Incredible Endurance (General)

You are capable of supernatural feats of stamina, able to withstand adversity for great periods of time.

Prerequisites: Con 15+, Endurance.

Benefit: Whenever you make a check for performing a physical action that extends over a period of time (such as running, swimming, holding your breath, etc.), you gain a +4 bonus. This bonus will stack with other related bonuses.

Instant Awakening (General)

You can instantly awaken from sleep at the slightest sign of danger.

Benefit: When subject to surprise or a coup de grace attack while asleep, you may make an immediate Reflex save (DC 15) to awaken and defend yourself normally. On a successful save you are not considered helpless or surprised; roll for Initiative and resolve the attack in the normal fashion.

Normal: A sleeping opponent is helpless (+4 circumstance bonus to strike, treat Dexterity as 0 and apply 5 modifier to Armour Class) and subject to a coup de grace attack.

Invincible (General)

When things are at their worst, you are at your best. You have a core of mental toughness that allows you to ignore pain that would normally disrupt your concentration and leave you reeling. In fact, pain helps you focus on the task at hand and improves your performance.

Prerequisites: Iron Will, Toughness.

Benefit: When you are reduced to half your maximum hit points or less, you gain a +1 morale bonus to attacks and skill checks, and a +2 morale bonus to damage.

Iron Body (General)

After years of diligent practice and great hardship, you have boosted your body's pain tolerance to an incredible degree.

Prerequisites: Great Fortitude.

Benefits: You reduce the damage from critical hits and sneak attacks by 1 point per damage dice. Additionally, when reduced to 0 hit points or less, you have a 20% chance to stabilise each round, rather than10%.

Item Breaker (General)

You are able to accurately target specific items held or worn by your opponents with ranged attacks.

Prerequisites: Base attack bonus +3 or higher, proficiency with weapon.

Benefit: When targeting an item worn or held by an opponent, you receive a +2 competence bonus to any ranged attack. When attacking a weapon or shield, your ranged attack is considered to target a Medium-size weapon.

Ki of the Masters (General)

You have learned to channel your ki into devastating unarmed attacks.

Prerequisites: Wis 13+, Str 11+, Improved Unarmed Strike, Stunning Fists, base attack +3 or higher.

Benefit: On a successful unarmed strike you can add your Wisdom modifier instead of your Strength modifier to the damage roll. This feat is an extraordinary ability.

Leaping Defence (General)

Your reflexes and acute awareness allow you to leap forward and protect an ally from the effects of a ranged attack or area of effect spell.

Prerequisites: Absorb Blast, Alertness.

Benefit: As a free action, you may make a standard move before activating your Absorb Blast feat. You may make this move to enter a spell or other attack's area of effect. You may use this feat once per round. You may not use this feat if you are prone, flatfooted, or have lost your Dexterity bonus to Armour Class.

Special: If you gain the Selfless Sacrifice feat, you may also activate your Leaping Defence feat in order to use that feat.

Lethal Fist (General)

Your unarmed attacks cause lethal damage.

Prerequisites: Improved Unarmed Strike.

Benefit: You can opt to do normal or subdual damage with unarmed and grappling attacks.

Special: Monks already have this as a class ability.

Leaping Strike (General)

You can attack with great strength by leaping at your opponent.

Prerequisites: Base attack bonus +1 or higher, Dex 13+, Jump skill.

Benefit: You gain a +4 attack bonus on any attack involving a leap of six feet or more. This is an addition to any bonus you gain from the charge or partial charge action.

Let Him Go By (General)

You can use your opponent's mistakes against him.

Prerequisites:. Base attack bonus +6 or higher, Combat Reflexes.

Benefit: When performing the total defence action, you may make a Reflex save (DC your opponent's total attack roll) to immediately make a melee attack at your highest base attack bonus against any opponent who attacks you and misses. This is not an attack of opportunity and may be performed as many times per round as long as you succeed at the Reflex saves. Only one attack may be applied to a single enemy each time he misses you.

Lightning Draw (General)

Talent and training have honed your swordsmanship to a razor's edge.

Prerequisites: Dex 13+, Weapon Specialisation (chosen sword).

Benefit: You gain a +2 circumstance bonus to your Initiative check when using a sword you are specialised in and can draw it as a free action. You may take feats that require Quick Draw as a prerequisite but, if you do not have Quick Draw, you may only use those feats with your chosen sword.

Lightning Initiative (General)

You can react to the movements of your enemies with devastating speed, able to attack those around you before they have time to react.

Prerequisites: Reflex save +6, Improved Initiative.

Benefit: You gain a +4 bonus on Initiative checks. This bonus will stack with other related bonuses.

Lionhearted (General)

You possess an incredible level of bravery and determination.

Prerequisites: Iron Will.

Benefit: You gain a +1 bonus to Will saves and a +4 bonus to Will saves against fear effects.

Martial Weapon Proficiency (General)

You are trained in the use of a martial weapon, such as longsword, see *Core Rulebook I* for a list of martial weapons.

Benefit: You make attack rolls with the weapon without penalty.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

A cleric whose deity's favoured weapon is a martial weapon and who chooses War as one of his domains receives the Martial Weapon Proficiency feat related to that weapon for free, as well as the Weapon Focus feat related to that weapon.

Master Tracker (General)

You have mastered the ways of the hunter, allowing you to follow enemies through even the most difficult terrain.

Prerequisites: Track, Wis 15+.

Benefit: You gain a +4 bonus to all Search checks and Wilderness Lore checks while tracking.

Missile Proof (General)

You may block projectiles easily with your shield.

Prerequisites: Combat Reflexes, Shield Proficiency.

Benefit: You must be using a buckler, small shield or large shield when using this feat. Once per round when you or someone immediately behind you would normally be hit with a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack, the DC increases by that amount). You add a small or large shield's armour bonus, and enhancement bonus if applicable, to your Reflex roll for the purposes of this feat. If you succeed, you deflect the weapon. You must be aware of the attack and not be flat-footed. You may block an incoming missile attack with your shield only once per round.

This feat also allows you to block magical projectile attacks (e.g. *acid arrow*, *fire arrow*), however, your shield will sustain any damage from the spell that exceeds its hardness.

Against special attacks with splash damage (e.g. acid, alchemist's fire, etc.), if the Reflex saving throw is successful, the shield takes the primary damage and you take only the splash damage.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take this feat, you may block an additional missile attack with your shield. You may not block more attacks in a round than 1 + your Dexterity modifier (minimum of one attack).

Mite Fighter (General)

You are especially adept at battling creatures smaller than yourself.

Prerequisites: Base Reflex Save +4, base attack bonus +4 or higher.

Benefit: When fighting a creature smaller than yourself, you gain a +2 bonus on your attack rolls.

Mobile Shot (General)

You are adept at dodging attacks while firing a ranged weapon.

Prerequisites: Dex 13+, Dodge, Mobility.

Benefit: You get a +4 dodge bonus to Armour Class against attacks of opportunity provoked when you make a ranged attack within a threatened area.

Note: A condition that makes you lose your Dexterity bonus to Armour Class (if any) also makes you lose your dodge bonus.

Mobility (General)

You are adept at maximising your defence when moving in, or out, of combat.

Prerequisites: Dex 13+, Dodge.

Benefit: You gain a +4 dodge bonus to Armour Class against attacks of opportunity caused because you move out of or within a threatened area.

Note: A condition that makes the character lose the Dexterity bonus to Armour Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

Monkey Taunts the Emperor (General)

You have learned to dismiss your enemies' fighting prowess with a single sneer or waggle of your finger, goading them into rash actions.

Prerequisites: Unarmed Damage 1d8 or higher, Bluff 6 ranks.

Benefit: With a successful Bluff check you can force an opponent to charge you on his next action. If you ready an action to meet his charge, your unarmed damage is doubled. Monkey Taunts the Emperor can be used once per opponent per combat.

Special: Monkey Taunts the Emperor cannot be used against non-intelligent creatures or creatures of animal intelligence (1-2). Single class wizards and sorcerers, who as a whole put little stock in martial prowess, gain a +8 insight bonus to their Sense Motive checks.

Monk Weapon Mastery (General)

Through dedication, training and hard work, a monk can master any weapon

Prerequisites: Proficient with chosen weapon, Weapon Focus (chosen weapon), base attack bonus +6 or higher.

Benefit: Choose any single weapon that meets the above prerequisites. The monk can now use his more favourable unarmed attack bonus, including the improved number of attacks per round, when wielding that weapon and may incorporate use of that weapon with his Flurry of Blows ability.

Normal: At first level, every monk has this ability with the kama, nunchaku and siangham.

Monster Slayer (General)

Through long practice and bitter experience, you have learned a number of techniques for killing monsters quickly so as to risk as little damage to yourself as possible.

Prerequisites: Power Attack, base attack bonus +6 or higher.

Benefit: When making a Power Attack against a foe of Large size or greater, you now add twice as much to your damage roll as you subtract from your attack roll, rather than the same amount as is usual for Power Attack. For example, you can use your Power Attack to gain a +2 to damage for a –1 penalty to your attack roll, or a +6 bonus to damage for a –3 penalty to attack, or even a +10 bonus to damage for a –5 penalty to attack. As ever with Power Attack, the bonuses and penalties have to apply to all your attacks in a round.

Mounted Archery (General)

You are skilled at firing ranged weapons while mounted upon a horse.

Prerequisites: Ride skill, Mounted Combat.

Benefit: The penalty you suffer while using a ranged weapon from horseback is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

Mounted Combat (General)

You are skilled at fighting whilst mounted upon a riding animal.

Prerequisites: Ride skill.

Benefit: Once per round when your mount is hit in combat, you may make a Ride check to negate the hit. The hit is negated if your Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armour Class if it is higher than the mount's regular Armour Class).

Mounted Dodge (General)

You are adept at avoiding danger when on horseback.

Prerequisites: Mounted Prowess, Dex 13+, Ride skill.

Benefit: You may make a Ride check and use the result in place of any Reflex saving throw when mounted. This benefit applies to both you and your mount.

Mounted Prowess (General)

You are trained in superior cavalry techniques.

Prerequisites: Ride skill, Dex 13+.

Benefit: This technique counts as the Mounted Combat feat for the purposes of determining prerequisites and provides all of the same benefits of that feat. In addition, you gain an additional +2 circumstance bonus to all attack rolls (ranged or melee) while mounted.

Natural Grappler (General)

You can grapple as easily as you punch.

Prerequisites: Improved Unarmed Strike, Weapon Focus (grapple), base attack bonus +3 or higher.

Benefit: You no longer provoke attacks of opportunity when attempting to initiate a grapple and can initiate a grapple as a free action after a successful unarmed melee attack.

Northern Staff, Northern Spear (General)

Some styles of martial arts teach their practitioners to use the staff in the same manner as the spear, keeping both hands on one end of the staff and stabbing, as with a spear, with the other end. This style of staff fighting allows you attack opponents at a longer range than is normal for a staff, while still allowing you to change your grip and attack nearby opponents at will.

Prerequisites: Weapon Focus (staff), base attack bonus +4 or higher.

Benefits: While fighting with a shortspear or quarterstaff, you may attack opponents who are 10ft away as if you had a reach weapon. In any round that you use this feat, you may not attack adjacent opponents with your staff or spear.

Off-Hand Weapon Expert (General)

Skilled in the use of off-hand weaponry, a secondary weapon can be just as lethal as any other when in your hands.

Prerequisites: Dex 13+, base attack bonus +4 or higher.

Benefit: When you strike an opponent with a second weapon in your off hand, you may add your normal Strength bonus to the damage roll.

Normal: When a character deals damage with a weapon in their off hand, they add only one-half of their normal Strength bonus.

One Moment in Time (General)

You can focus your attention even in the heat of battle.

Prerequisites: Base attack bonus +7 or higher, Improved Initiative.

Benefit: You may refocus as a move equivalent action.

Normal: Refocusing takes a full round action.

Opportunity Shot (General)

You shoot so fast that you can make ranged attacks of opportunity at point-blank range.

Prerequisites: Base attack bonus +8 or higher, Dex 13+, Point-Blank Shot, Rapid Shot.

Benefit: When armed with a ranged weapon that is ready for use, you have an effective reach of 30ft. (up to the range of your weapon) and can make ranged attacks of opportunity in any area out to this range. You may not make ranged attacks of opportunity if you are standing in an area threatened by an opponent.

Normal: Ranged weapons normally can't make attacks of opportunity, and you have no threatened area when using them.

Special: If you use Rapid Shot in the same round as you use Opportunity Shot, the -2 attack penalty applies to Opportunity Shot as well.

Note: You cannot make an attack of opportunity against an opponent with half or more cover, such as behind another character.

Pack Attack (General)

You are trained to co-ordinate with others to bring down powerful enemies.

Benefit: If an ally (with or without this feat) is flanking your opponent, you are considered to be flanking that opponent also and get all the normal benefits of flanking.

Normal: You must be one of the attackers that cause the target to become flanked to receive a flanking bonus.

Pack Initiative (General)

You can co-ordinate your Initiative with pack mates.

Prerequisites: Pack Attack.

Benefit: If you and an ally both have this feat, you may change your Initiative order to act on the same Initiative score as your ally. This free action must be taken after Initiative checks are rolled, but before regular rounds begin. It lasts for the entire combat, or until you ready or delay your action, just as if you had initially rolled this Initiative roll.

Special: You still cannot act on an Initiative score higher than your normal maximum Initiative score (20 + Initiative bonus).

Pain is my Friend (General)

You like to hurt yourself before entering combat in order to gird yourself for battle.

Benefit: As a full round action that provokes an attack of opportunity, you may deal 4 points of damage to yourself. For a number of rounds equal to 3 plus your Constitution modifier, you gain a +2 rage bonus to Strength and a +2 circumstance bonus to Intimidation checks.

Note: Pain is my Friend does not stack with the rage feature of the barbarian class, or abilities or effects that duplicate it.

Parry (General)

You can deflect a melee attack against you with your own weapon.

Prerequisites: Dex 13+, base attack bonus +3 or higher, Expertise.

Benefit: On your action, you may choose to hold one or more of your attacks until an opponent attacks. The opponent rolls his attack normally to determine if he hits. If he succeeds, you may then make an opposed attack roll against a DC equal to your opponent's final attack result. If you succeed, you have parried the blow and struck your opponent's weapon (see *Core Rulebook I*). Using Parry does not provoke an attack of opportunity. If, at the end of the round, you have any unused Parry actions, they are lost and may not be transferred to the next round.

Normal: Characters who do not possess this feat may not attempt to parry.

Parrying Weapon (General)

You can use an off-hand weapon as if it were a shield.

Prerequisites: Two-Weapon Fighting.

Benefit: When wielding a weapon in your off-hand that is at least one size category smaller than yourself, you can defend yourself with the weapon as if it were a buckler. No armour check penalty applies but normal arcane spell failure does. You cannot use the weapon to both attack and defend in the same melee round.

Penetrating Ki Strike (General)

You can use your mastery of ki to make an unarmed strike as if delivering a touch attack.

Prerequisites: Wis 13+, Improved Unarmed Strike, Stunning Attack class ability, Ki Strike class ability, base attack bonus +9 or higher.

Benefit: You can resolve your next unarmed melee attack as a touch attack, ignoring any benefit to your opponent's Armour Class provided by armour, shield or natural armour. Each use of Penetrating Ki Strike counts as three of your Stunning Attacks per day and you must declare use of this feat prior to your attack roll. A failed attack roll ruins your attempt and wastes three Stunning Attacks. Penetrating Ki Strike is a supernatural ability.

Penetrating Shot (Fighter)

Choose one type of bow or crossbow; with that weapon, your attacks strike true because of your relentless practice and concentration with the weapon.

Prerequisites: Weapon Specialisation with the weapon, Point Blank Shot, base attack bonus +8 or higher.

Benefit: Any threat roll that is also a successful attack with the ranged weapon always results in a Critical Hit. This feat only applies to attacks upon opponents within 30 feet.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Pin Weapon (General)

This feat allows you to lock blades with an opponent, reducing his ability to react.

Prerequisites: Base attack bonus +3 or higher.

Benefit: As a full-round action, you can strike an opponent's weapon to pin it. This works like a disarm but does not trigger an attack of opportunity. A successful pin causes both of you to be flat-footed as long as it is maintained.

Special: You must remain within 5ft of one another to maintain the pin. Either of you can end the pin on your turn by moving away, letting go of his weapon, or as a standard action.

For example: Friar Tuck is rescuing some children from a castle dungeon when a guard blocks the way. Tuck pins his weapon, shouting for the children to run past. The guard cannot make any attacks of opportunity, as he is flat-footed.

Note: You can only use Pin Weapon unarmed if you have the Improved Unarmed Combat feat.

Point Blank Shot (General)

You are adept at firing against opponents at close range.

Benefit: You gain a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Pole Fighting (General)

When fighting with a pole arm you can use the butt to strike opponents.

Prerequisites: Str 13+, Weapon Proficiency with a pole arm.

Benefit: When using a pole arm in two hands, you can use the butt end to make an additional attack. The butt end counts as a normal club for most purposes but it keeps the pole-weapon's original size. For pole arms without reach, this allows you to use them as double weapons. That is, you can fight as if using two weapons but, if you do, you incur all the normal penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon. For pole arms with reach, it means you can use the butt, without reach, and thus strike adjacent opponents. You are effectively using your butt end in two hands and get the improved damage bonus from Strength this allows.

Special: Pole arms include the halfspear, shortspear, trident, glaive, guisarme, halberd, longspear, ranseur and quarterstaff. The merits of this feat are intrinsic to the quarterstaff.

Power Attack (General)

You are able to deal mighty blows at the expense of your accuracy in combat.

Prerequisites: Str 13+.

Benefit: On your action, before making attack rolls for the round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until your next action.

Power Charge (Fighter)

You are known for your devastating charges and can often end a combat before it begins by one determined rush at your enemies.

Prerequisites: Str 15+, Power Attack.

Benefit: You gain a +4 bonus on your single attack roll when charging. You still receive the usual -2 penalty to your Armour Class until your next action.

Normal: A character gains a +2 bonus on a single attack roll and a –2 penalty to his Armour Class when charging.

Power Double Weapon (General)

You have learned to maximise the strength of your blows when wielding a double weapon.

Prerequisites: Double Weapon Fighting, Power Attack, base attack bonus +3 or higher.

Benefit: When wielding a double weapon, you add your full Strength bonus to damage rolls with all of your primary and secondary attacks.

Normal: Without this feat you add your full Strength bonus to damage rolls with your primary attack(s) and half your Strength bonus to damage rolls with your secondary attack(s).

Pre-emptive Sense (General)

Your personal motto is 'strike first, strike last'.

Benefit: You may add your Intelligence modifier to Initiative checks as well as your Dexterity modifier.

Precise Shot (General)

You are skilled at firing into combat and are able to do so with less chance of hitting an ally.

Prerequisites: Point Blank Shot.

Benefit: You may shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard -4 penalty.

Prepared (General)

You are particularly proficient at fighting on the defensive.

Benefit: You gain an additional +1 dodge bonus to your Armour Class when fighting defensively and an additional +2 dodge bonus to your Armour Class when using the total defence action.

Pressing Attack (General)

You are skilled at seizing every advantage and keeping your opponent on the defensive.

Prerequisites: Combat Reflexes.

Benefit: This feat allows you to follow an opponent who tries to step back from an area you threaten. The opponent must be in an area you threaten at the beginning of his action. If your opponent takes a 5-foot step to an area you do not threaten, you may immediately take a 5-foot step of your own to any unoccupied space where you again threaten the opponent. If no such space is available, you cannot use this feat. You may only use this feat once per round.

Provide Cover (General)

Your protect your ally not only with your shield but also with your body. Attacks meant for him instead deflect off your amour or injure you.

Prerequisites: Bodyguard, Draw Attack.

Benefit: You provide cover to the ally you protect with your Bodyguard feat. The total cover you provide depends on your size relative to the ally you protect.

Obviously, if you provide an ally with total cover he cannot be attacked and cannot be targeted by spells or damaged by effects that require a Reflex save. You automatically provide your ally with these benefits so long as both of you occupy the same space. While granting an ally the benefits of this feat, you may choose to grant him the Armour Class bonus from your shield, thus losing it yourself as per the Bodyguard feat, or retain it for yourself. You may not use this feat if you are prone, flat-footed, or have lost your Dexterity bonus to Armour Class.

Pull Blow (General)

You can choose to leave your victims alive when they would otherwise fall from the strength of your blow.

Prerequisites: Expertise, Weapon Focus, Int 13+, base attack bonus +3 or higher, Heal skill.

Benefit: To use this feat you must be wielding a weapon for which you have Weapon Focus. When you damage an opponent and the damage dealt would take them below 0 hit points, you may pull your blow and deal exactly enough damage to take them to -1, where they will be unconscious but stable (not taking bleeding damage). You cannot use this feat on a critical hit.

Quick Defence (General)

Take defensive action before the Initiative role during combat.

Prerequisites: Alertness, Uncanny Dodge.

Benefit: If threatened or surprised, you may take up the total defence position immediately. This action takes place before any attacks are made. This feat can only be used at the beginning of an encounter.

Special: If you choose to take the quick defence action, you may not act again within that round

Quick Draw (General)

You are able to draw your weapons swiftly.

Prerequisites: Base attack bonus +1 or higher.

Benefit: You are able to draw a weapon as a free action instead of as a move-equivalent action.

Provide Cover

Your Relative Size	Degree of Cover	Cover AC Bonus	Cover Reflex Save Bonus
Two sizes smaller	None	+0	+0
One size smaller	One-eighth	+1	+0
Same size	One-quarter	+2	+1
One size larger	One-half	+4	+2
Two sizes larger	Three-quarters	+7	+3
Three sizes larger	Nine-tenths	+10 (half damage if save fails, no damage if successful)	+4
Four sizes larger	Total	-	-

Quicksilver (General)

You are truly adept at dodging blows and avoiding damage in combat.

Prerequisites: Dex 13+, Dodge, base attack bonus +3 or higher.

Benefit: Increase the dodge bonus provided to your Armour Class by your Dodge feat to +2. This supersedes (does not stack with) the Dodge feat. You can also apply this +2 bonus as a dodge bonus to Reflex saves against your chosen opponent. Any condition that makes you lose your dexterity bonus to Armour Class also makes you lose any dodge bonuses to your Armour Class or Reflex saves.

Special: This feat stacks with the Improved Dodge feat, allowing you to apply the +2 dodge bonus to Armour Class and Reflex saves granted by the Quicksilver feat against all opponents.

Quick Leap (General)

You can rise from the ground instantaneously.

Prerequisites: Dex 13+.

Benefit: If you are down on the ground in a prone position and are able to stand, you may do so as a free action rather than as a move-equivalent action.

Normal: It is a move-equivalent action to stand from prone.

Raging Jump (General)

You can use your rage to extend your leaping distance.

Prerequisites: Rage class ability, Jump skill.

Benefit: While raging, you can channel some of your energy into a prodigious leap. You gain a +10 bonus on a single Jump check at the cost of shortening your total rage time by one round.

Rank Fighting (General)

You are trained to strike past friends using reach weapons.

Prerequisites: Weapon Proficiency with a reach weapon.

Benefit: You can ignore the normal 50% cover provided by a friend in between you and your opponent when striking with a reach weapon. You make such attacks with no penalty.

Normal: A friend in the way of a reach weapon attack provides 50% cover, and thus gives a +4 bonus to the target's Armour Class. The intervening creature takes no damage if struck instead. See cover and reach weapons in *Core Rulebook I.*

Rapid Loader (General)

With a strong aptitude for the large siege-like weapons used on board ship, you are able to lead a team of men to load and fire their weapon much faster than would be considered normal. This allows you to outshoot enemies on other ships with similar weapons, thus ensuring their eventual surrender.

Prerequisites: Profession (siege engineer) skill.

Benefit: When part of a crew for a shipboard weapon, you may halve the time taken to reload the weapon after firing, rounding down. No matter what other factors apply (magic, for example), a shipboard weapon will always take at least one round to reload.

Rapid Shot (General)

Your skill and speed with ranged weapons allows you to shoot more quickly in combat, at the expense of your accuracy.

Prerequisites: Point Blank Shot, Dex 13+.

Benefit: You can make one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus but each attack (the extra one and the normal ones) suffers a -2 penalty. You must use the full attack action to gain the benefit of this feat.

Reckless Attack (Fighter)

You go wild in close combat, heedless of danger as you channel every ounce of your skill into slaying your enemies as quickly as possible. Your attacks become crazed and there are few opponents who can withstand the sheer reckless power of your blows.

Prerequisites: Str 15+, Power Attack.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from your Armour Class and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on your Armour Class and the bonus on damage apply until your next action. The use of Reckless Attack may be combined with the Power Attack feat.

Reflex Set (General)

You have honed your reflexes to the point where it is second nature for you to set your weapon against a charging enemy.

Prerequisites: Base attack bonus +4 or higher, Combat Reflexes.

Benefit: When you are charged while holding a weapon that can be set against a charge, you get to make an attack of opportunity before the charge attack is made and you get the double damage usually associated with setting such a weapon against a charge on this attack of opportunity. This is not cumulative with the normal ready action used to set a weapon against a charge.

Special: Weapons capable of being set against a charge are noted 'a' on the weapons table in *Core Rulebook I.*

Rest in Armour (Fighter)

You are well used to sleeping rough and have adopted the practice of resting while wearing armour, to enable you to fight immediately upon waking, should the need arise. While uncomfortable in the extreme, you are able to resist the effects of sleeping in armour for many days.

Prerequisites: Con 13+, Toughness.

Benefit: You can sleep whilst wearing armour and suffer no ill effects the next day. You may do this for a number of continuous days equal to your character level.

Normal: If you sleep in a suit of armour with an armour check penalty of -5 or worse, you are automatically fatigued the next day. You suffer a -2 penalty to Strength and Dexterity, and cannot charge or run.

Ride-By Attack (General)

You know how to get the most out of your mount in combat and are able to attack your opponents while on the move.

Prerequisites: Ride skill, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round cannot exceed double your mounted speed. You do not provoke an attack of opportunity from the opponent that you attack.

Rhythmic Accompaniment (General)

You practice a style of martial arts that benefits from strong musical accompaniment

Prerequisites: Perform 6 ranks, Skill Focus (perform or opera training).

Benefits: When accompanied by at least one musician with 6+ ranks in Perform, you gain a +2

morale bonus to attack rolls and Tumble checks. For the purposes of this feat, a bard with at least 6 ranks in Perform is considered to be accompanying you whenever he uses his Bardic Music abilities.

Riposte (General)

You mat attempt to turn a successful parry into an additional attack against your opponent.

Prerequisites: Base attack bonus +6 or higher, Parry.

Benefit: If you made a successful parry this round, you may make a free melee attack against the opponent you parried. The attack is at your highest base attack bonus and all normal modifiers apply. No matter how many parries you have made, you can make no more than one riposte per round, unless you are affected by magic items or spells that increase the number of actions you can make in a round, such as *haste* or *boots of speed.*

Rising Strike (General)

You can make a quick, surprising attack when rising from the ground.

Prerequisites: Dex 15+, base attack bonus +5 or higher, Quick Leap.

Benefit: You catch your opponents off guard by attacking from the ground and rising in one swift motion. If you attack an adjacent opponent in the same round as you rise with Quick Leap, your first melee attack gains a +4 bonus to hit and your opponent loses his Dexterity bonus to Armour Class against that attack.

Salmon Leap (General)

Elite warriors learn to evade ranged weapons by leaping their own height straight up in the air. This is known as the Salmon Leap or Salmon Feat.

Prerequisites: Str 13+, Dex 13+, Jump skill.

Benefit: Any time you do a high jump, whether from a running or standing start, add 50% to the total height jumped. The maximum height jumped is unaffected.

In addition, you may ready a Salmon Leap as a defence against thrown weapons. So long as you have a Salmon Leap readied (see *Core Rulebook I*) when you would normally be hit by a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the thrown weapon has a magical bonus to attack, the DC increases by that amount). If you succeed, you time your Salmon Leap perfectly so as to completely avoid the attack. You must be aware of the attack and not flat-footed. Exceptional thrown weapons, such as boulders or trees hurled by a giant, or magical weapons, may not be avoided using this feat.

Salmon Leap Attack (General)

A true master of the Salmon Leap learns to use his leap offensively, jumping up and over an opponent's charge and launching a deadly counterattack from the air.

Prerequisites: Salmon Leap, Power Attack.

Benefit: So long as you have a Salmon Leap readied (see *Core Rulebook I*), you may attack an opponent who is charging you. Any weapon used in this way inflicts double damage on the charging opponent. You also gain a +4 dodge bonus against the charging opponent for the duration of this round only.

Normal: Only certain, specific weapons may be readied against a charge.

Savage Health (General)

You gain temporary hit points when you rage.

Prerequisites: Rage class ability, Con 15+.

Benefit: In the first round you are raging, you may choose to channel some of your fury into a surge of health. This free action grants you 1d8 temporary hit points for each round by which you shorten your rage. All of these additional hit points vanish when the rage ends. Damage is taken from these temporary hit points first; if the total damage taken during the rage does not exceed the additional hit points, you have taken no real damage.

Scabbard Strike (General)

You understand that even a sheathed weapon is dangerous.

Prerequisites: Combat Reflexes, Stunning Attack or Stunning Fist.

Benefit: Once per combat, you can surprise an opponent with an unexpected blow from your scabbard. Make a normal attack roll. If successful, you deal subdual damage equal to your unarmed damage and your opponent is forced to make a Fortitude save (DC 10 + class level + Wisdom modifier), or be stunned as per Stunning Fist or a monk's stunning attack. Scabbard Strike can only be used with a scabbarded weapon of at least Medium-size and only with scabbards worn on the waist or loosely slung. Scabbard Strike counts as one daily use of the stunning ability.

Second Wind (General)

You have learned to control your body and focus your thoughts to rid yourself of fatigue.

Benefit: You may shake off an amount of subdual damage equal to 1d6 + Constitution modifier.

Special: Using this feat counts as a full-round action and may be attempted only once per hour.

Selfless Sacrifice (General)

Without a thought for your own safety, you leap forward to protect your ally from the effects of a spell or ranged attack.

Prerequisites: Absorb Blast, Lightning Reflexes.

Benefit: If an ally within the area you threaten with a non-reach weapon is targeted with any attack that causes a Reflex save, you may elect to grant your ally an automatic success on his save. In return, you suffer the effects as if you failed a Reflex save against the attack. You may use this feat once per round. You may not use this feat if you are prone, flat-footed, or have lost your Dexterity bonus to Armour Class.

Shield Expertise (General)

You are adept at making the most out of the defence of a shield.

Prerequisites: Shield Focus.

Benefit: Your shield's armour bonus is increased by +1 when you wield it.

Shield Focus (General)

You wield in a certain type of shield without effort.

Prerequisites: Proficient with shield, base attack bonus +1 or higher.

Benefit: When wielding a specified type of shield it inflicts 1 less skill penalty and 5% less Arcane Spell Failure. This cannot reduce the penalties to sub zero levels.

Special: You can gain this feat multiple times. The effect does not stack. Each time you take the feat, it applies to a new type of shield.

Shield Kick (General)

One of the great battle tricks is the Shield Feat, where the warrior learns to kick his opponent's shield up, leap atop it and make a death blow from there.

Prerequisites: Salmon Leap, base attack bonus +6 or higher.

Benefit: If your opponent has a large shield, you may attempt to kick it up out of the way, so it is temporarily useless to them. This works exactly the same way as if you were attempting to make a trip attack against them – all the bonuses listed under trip (see *Core Rulebook I*) apply as normal, except for any bonus for having more than two legs or similar extra stability. If you succeed, your opponent loses all benefit from the shield for one round. Next, you immediately make a Jump check with a DC equal to your opponent's touch Armour Class. If this succeeds, you have successfully leapt onto your opponent's shield and may now make another attack from the top of the shield. This attack is at your full base attack bonus and gains a +2 to damage due to your height advantage and momentum. An attempt to perform a Shield Kick always counts as a full-round action, although at the Games Master's discretion you may do only the shield-kicking portion as a standard melee attack.

Shield Mastery (General)

You are especially proficient in blocking attacks with your shield.

Prerequisites: Shield Proficiency, Shield Expertise, base attack bonus of +3 or higher.

Benefit: When using a buckler, small shield or large shield, you may choose one opponent. Against this opponent, you gain a +2 dodge bonus to Armour Class. If you are using a tower shield, your degree of cover is instead increased by one place. You may select a new opponent each round. You may not use this feat if you are flanked.

Shield Other (General)

You have developed your awareness far beyond mundane senses. You can feel the presence of magic and other arcane effects without the aid of magic.

Prerequisites: Bodyguard, Combat Reflexes, Draw Attack, base attack bonus +4 or higher.

Benefit: As a full-round action, you defend the ally who gains the benefits of your Bodyguard feat. You must grant your ally the Armour Class bonus from your shield in order to gain the benefits of this feat. So long as your ally remains within the same space as you occupy, all attacks directed against him that require a to hit roll, including melee attacks, missile attacks, ranged touch attacks and touch attacks, automatically target you. So long as you remain standing, you move to intercept all attacks. If the person you defend moves out of your area, he immediately loses your defence, allowing attacks to resolve against him as normal. You may not use this feat if you are prone, flatfooted, or have lost your Dexterity bonus to Armour Class.

Shield Proficiency (General)

You are proficient in the use of shields and know how to use them for your defence in combat.

Benefit: You are proficient in the use of a shield and suffer only the standard penalties.

Normal: A character who is using a shield with which they are not proficient suffer the shield's armour check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

Shot on the Run (General)

You are adept at moving and shooting in combat.

Prerequisites: Point Blank Shot, Dex 13+, Dodge, Mobility.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided your total distance moved is not greater than your speed.

Shrug Off (General)

You are able to shrug off part of an attack using your damage reduction ability against one specific weapon type (slashing, bludgeoning or piercing).

Prerequisites: Damage Reduction 1/ - or better.

Benefit: At the beginning of each round of combat, you must declare one opponent against whom your damage reduction rating increases. Your damage reduction is increased by 2 hit points against any damage caused by that opponent (though the type of weapon needed to overcome the reduction remains the same).

Side by Side (Fighter)

You are highly valued by your comrades as someone who knows the benefit of teamwork in battle. Others are keen to fight next to you, for they know you are unlikely to simply watch them die when confronted by a powerful opponent.

Prerequisites: Base attack bonus 3+ or higher.

Benefit: When fighting next to an ally who is no more than five feet away, you automatically grant this ally the benefits of the aid another action without needing to make an attack roll against Armour Class 10. The use of this feat is a standard action.

Normal: If a character threatens an opponent with whom an ally is engaged in melee combat, the character can attempt to use the aid another action. The character makes an attack roll against Armour Class 10 and, if successful, the ally gains a +2 circumstance bonus to either attack or a +2 circumstance bonus to Armour Class against that opponent.

Sign of the Dragon's Maw (General)

When you were born the dragon's maw stood high in the sky. Its powers of destruction infused your very blood.

Benefit: Before you make an attack roll, you may choose to unleash the fury of the dragon's maw. You gain +2 to your attack roll and suffer –2 to your Armour Class as if you had made a charge attack. As with a charge, you may only make one attack when invoking the Dragon's Maw. You cannot use this feat and charge in the same round.

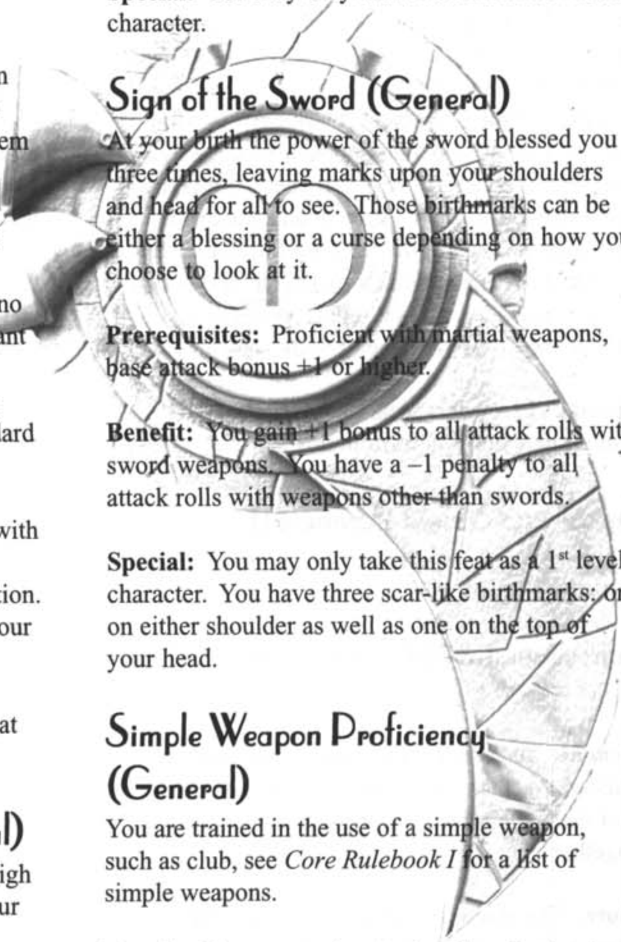
Special: You may only take this feat as a 1st level character.

Sign of the Hunter (General)

The greatest hunter of history stood by your side when you were born and gave you his blessing. As he looks down upon you from the sky you know that his hands guide yours when you draw bow or take to the hunt.

Benefit: You gain a +1 damage bonus when using two selected weapons from the following list: halfspear, javelin, longspear, shortbow, shortbow (composite), longbow and longbow (composite). For ranged weapons this damage bonus only applies if the target is within 30 ft.

Special: You may only take this feat as a 1st level character.



Sign of the Sword (General)

At your birth the power of the sword blessed you three times, leaving marks upon your shoulders and head for all to see. Those birthmarks can be either a blessing or a curse depending on how you choose to look at it.

Prerequisites: Proficient with martial weapons, base attack bonus +1 or higher.

Benefit: You gain +1 bonus to all attack rolls with sword weapons. You have a –1 penalty to all attack rolls with weapons other than swords.

Special: You may only take this feat as a 1st level character. You have three scar-like birthmarks: one on either shoulder as well as one on the top of your head.

Simple Weapon Proficiency (General)

You are trained in the use of a simple weapon, such as club, see *Core Rulebook I* for a list of simple weapons.

Benefit: You may make attack rolls with simple weapons normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Snake Strike (General)

You are so fast at drawing your weapon that you consistently take your opponents by surprise.

Prerequisites: Quick Draw, Weapon Focus, base attack bonus +6 or higher.

Benefit: When you draw a melee weapon to attack an opponent you are not currently engaged in combat with, you may first make a feint attempt against that opponent as a free action.

Soft Step (General)

You are so light on your feet that you avoid an opponent's tremorsense ability.

Prerequisites: Dex 13+.

Benefit: While using this feat you cannot be targeted by an opponent's tremorsense ability. Your base speed is one-half normal while using this ability. Additionally, any skill checks that require extreme movement (Escape Artist, Tumble and so on) may allow an opponent to detect you. Add five to the DC of any skill check if it is made while using Soft Step. Making an attack roll immediately negates the benefit of this feat. Once you have revealed yourself to a creature, you may not use Soft Step against it until you leave its tremorsense range and then return.

Special: Characters wearing heavier than light armour may not benefit from this feat.

Spear and Shield (General)

You have trained in the use of a two-handed spear and shield together.

Prerequisites: Shield Proficiency, Weapon Focus (spear to be used).

Benefit: You can use a halfspear or shortspear two-handed together with a large shield, despite the fact that such weapons normally cannot be used together.

Note: The shield is slung over the shoulder and manoeuvred with the offhand that simultaneously holds the spear.

Spear Catching (General)

Many warriors learn to catch hurled spears and javelins, throwing them straight back at their opponents.

Prerequisites: Dex 13+, base attack bonus +5 or higher, proficient with at least one spear or javelin.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a thrown spear or javelin of any sort, you may make a Reflex saving throw against a DC of 20 (if the spear or javelin has a magical bonus to attack, increase the save DC by this amount). If you succeed, you catch the weapon, allowing you to hurl it back next time you attack if you so wish.

Spear Foot (General)

You are able to throw a spear or javelin with your foot as well as your hand.

Prerequisites: Dex 13+, proficient in at least one spear or javelin, base attack bonus +4 or higher.

Benefit: If prone, you may use your foot to pick up and throw any spear or javelin that you are proficient with and could normally throw with one hand. This attack is resolved exactly as if you were on your feet and throwing the spear or javelin with your hand, except that you use one-and-a-half times your Strength bonus as a damage bonus (just as if you were using a two-handed weapon) because of the greater strength of the leg muscles in comparison to the arms.

Normal: Prone characters cannot use any ranged weapons except for crossbows and certain exotic weapons.

Spirit of Vengeance (General)

You exact vengeance from your enemies in blood.

Benefit: Whenever an opponent wounds you in combat (deals damage to you), your next melee attack against that foe gains a +1 morale bonus to attack and damage rolls. Once you receive this bonus to an attack, the foe must wound you again for you to gain the bonus again. If a foe wounds you multiple times before you attack them, you only gain the bonus once, and to a single attack.

Spirited (General)

You act courageously in the face of danger.

Benefit: You gain a +1 morale bonus against all fear effects. You gain a +2 damage bonus on melee attacks against foes larger than yourself.

Spirited Charge (General)

You are particularly skilled at charging opponents while riding.

Prerequisites: Ride skill, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance) on making a succesful attack roll.

Spring Attack (General)

You are able to leap in, and out, of combat without endangering yourself.

Prerequisites: Dex 13+, Dodge, Mobility, base attack bonus +4 or higher.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that the total distance you move is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender that you attack. You cannot use this feat if you are wearing heavy armour.

Strike Favoured Enemy (General)

You are exceptionally deadly in combat against favoured enemies.

Prerequisites: Favoured enemy class ability, base attack bonus +3 or higher.

Benefit: You may add your favoured enemy bonus to all weapon attack rolls made in melee combat and ranged combat against targets within 30 feet when attacking any of your favoured enemies.

Normal: You may add your favoured enemy bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks as well as weapon damage rolls in melee combat and ranged combat against targets within 30 feet.

Special: This bonus does not apply to creatures immune to critical hits.

Stunning Fist (General)

You are skilled in striking opponents in their weak spots.

Prerequisites: Dex 13+, Improved Unarmed Strike, Wis 13+, base attack bonus +8 or higher.

Benefit: You must declare that you are using the feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + one-half your level + Wisdom modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character cannot act and loses any Dexterity bonus to Armour Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. You may attempt a stunning attack once per day for every four levels attained, and no more than once per round.

Steadfast (General)

You know how to stand your ground in a battle.

Benefit: You gain a +4 competence bonus to your checks to resist bull rushes and trip attempts.

Stone Thrower (General)

Just as a monk can slay with his fists, your skill turns a common stone into a dangerous missile

Benefit: You treat normal stones between one and five pounds in weight as simple ranged weapons. A typical stone deals 1d6 damage, has a threat of 20, and has a range increment of 20 feet. A poor stone has the same stats but deals only 1d4 damage. You may find a typical stone in some outdoor environments (Games Master's discretion) as a full round action, or a poor stone as a move equivalent action. You may take all the usual weapon feats using stone as a weapon of choice.

Normal: A stone is considered an improvised weapon and deals small amounts of subdual damage.

Note: This feat is not just about throwing rocks fairly well, but treats throwing rocks as a Martial Proficiency like a monk's use of his hands. You have a throwing technique that you constantly practice and perfect like a baseball pitcher or the like. Your skill makes up for the irregularity of the weapon itself.

Strength of Purity (General)

Your keen sense of duty guides your blade with deadly accuracy.

Prerequisites: Lawful alignment.

Benefit: Once per day, you can declare a smite attack against an opponent. You gain a bonus to your attack roll equal to your Charisma modifier and a damage bonus equal to half your level.

Special: You may gain this feat multiple times. Each time it is gained, you gain an additional smite per day.

Strong Off Hand (General)

You are adept at wielding your Strength to its best advantage when using two weapons.

Prerequisites: Base attack bonus +3 or higher, Str 15+, Ambidexterity, Two Weapon Fighting.

Benefit: You gain your full Strength bonus to all damage rolls with your off-hand weapon. This feat applies to double weapons as well.

Normal: Only one-half of a character's Strength bonus may be applied to damage dealt with a weapon held in the off hand.

Special: A character with an ability which allows him to fight two-handed may learn this feat without the Ambidexterity and Two Weapon Fighting prerequisites, but may only apply it when using that ability.

Sucker Punch (General)

Your viciousness and enthusiasm for battle are legendary – every time you get into a fight you seem to find a way to 'get the boot in' as well as your more conventional attacks.

Prerequisites: Base attack bonus +9 or higher, Improved Unarmed Strike.

Benefit: You may make an extra attack each melee round with an unarmed strike for 1d6 bludgeoning damage at your highest attack bonus, but this attack and all other attacks you make this round each suffer a –2 penalty. This feat can only be used with the full attack action.

Special: Even when not using the full attack action, any unarmed strike attack you make does 1d4 bludgeoning damage.

Sudden Action (General)

You may make a quick and decisive attack at the start of combat.

Prerequisites: Improved Initiative, Mobility, Quick Draw, Combat Reflexes.

Benefit: If a combat begins with a surprise round and you are not surprised, you may draw your weapon (a free action) and take a partial action before Initiative is rolled. This partial action may only be used to attack a surprised opponent, but a 5-foot step is allowed before or after the attack.

You may also draw your weapon and make a surprise attack in a non-combat situation with the use of this feat; the target of the attack is considered surprised.

Sunder (General)

You are adept at attacking your opponents' weapons without endangering yourself.

Prerequisites: Str 13+, Power Attack.

Benefit: When striking at an opponent's weapon, you do not provoke an attack of opportunity.

Normal: Striking an opponent's weapon provokes an attack of opportunity.

Sunder Natural Weapon (General)

You have experienced many battles against wild animals and vicious monsters that fight with claws and fangs. You have learned a few special moves that allow you to cripple a creature's natural attacks.

Prerequisites: Sunder.

Benefit: When fighting a creature of Large or greater size that fights with natural weapons, such as claws, a bite attack, or a bludgeoning tail, you may choose to partially cripple one of those attacks. When you score a critical hit against such a creature, you may choose to inflict a -2 penalty to one of the creature's natural attacks rather than deal extra damage.

This penalty lasts until the creature is healed to its maximum hit points.

Superior Disarm (General)

You have learned superior techniques for disarming your opponents' weapons.

Prerequisites: Base attack bonus +6 or higher, Int 13+, Expertise, Improved Disarm.

Benefit: If you successfully disarm an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the disarm attempt. Instead of gaining the extra attack, you may choose to disarm your opponent so that his weapon lands in your off-hand. You may only gain one free attack per round using this technique.

Superior Mounted Archery (General)

You are a master bowman while mounted on your steed.

Prerequisites: Mounted Archery.

Benefits: The penalty you suffer when using a ranged weapon with the Mounted Archery feat is halved: -1 instead of -2 if your mount is taking a double move, and -2 instead of -4 while your mount is running.

Sure Aim (General)

You are an expert marksman, able to draw a bead on a target and gain far greater accuracy. By learning how to lead your targets and time your breathing, you make every shot count.

Prerequisites: Base attack bonus of +3 or higher, Weapon Focus (in appropriate ranged weaponry).

Benefit: For every consecutive standard action spent doing nothing other than aiming at a single target, you receive a +1 bonus to your next attack roll with a ranged weapon. A maximum bonus of +3 may be gained in this way. This feat may only be used in conjunction with ranged weapons of your size class or larger.

Sustained Fire (General)

You are skilled in advanced archery techniques.

Prerequisites: Base attack bonus +9 or higher, Dex 13+, Point Blank Shot, Precise Shot, Rapid Fire.

Benefit: You can get two extra attacks per round with a bow. These attacks are at your highest base attack bonus but each attack (the extra ones and the normal one) suffers a -5 penalty. This feat may not be used in conjunction with the Rapid Fire Feat. You must be using the full attack action to take advantage of this feat.

Swing-By Attack (General)

You can swing from a rope past a foe and attack at the same time.

Prerequisites: Climb Skill, Rope Climber.

Benefit: When you are swinging from a rope and use the charge action, you may move and attack as with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the Swing-By Attack cannot exceed the total allowed for the swinging charge. You do not provoke an attack of opportunity from the opponent that you attack.

Limit: The benefit is lost if you are in armour heavier than light armour or you are carrying a heavy load.

Taunt (General)

Gladiators always goad one another in the arena, making various references to their parentage and fighting ability, or lack of. You, however, have developed this into a fine art, whereby even the most disciplined opponent may be encouraged to drop his guard and launch a poorly-thought attack out of sheer anger. An enraged enemy will be far less accurate in his attacks but, if he ever connects, is likely to do far more damage.

Benefit: Performing a taunt is a free action but may only be used on enemies with an Intelligence score of 3 or higher. Make an opposing Will check between yourself and one of the enemies you are fighting in melee combat. If you win, your opponent responds to the taunt (feel free to specify exactly the nature of your goading – reminding an opponent of poor previous performance or the size of his weapon are always good starting points). Your opponent's next attack will suffer a –2

penalty to the attack roll but also a +1 bonus to any damage roll. Taunts may be performed against one opponent each round. Both yourself and your opponent must speak and understand the same language for this feat to have any effect, though this is not usually a problem within an arena.

Team Fighting (General)

You know how to fight as a pair, as a group and in formation.

Prerequisites: Base attack modifier of +1 or better.

Benefit: Two or more people can fight together as a team. The team members block and parry blows for each other. Team members also work together to open up opponents' weaknesses. Team members need to be within each other's threatened area and every team member needs to have the feat. Each person with the Team Fighting feat gains a +1 circumstance bonus to attacks and a +1 circumstance bonus to Armour Class. Also, if two people have Team Fighting they can switch carried items as a free action. This would allow one person to reload a heavy crossbow or repeating crossbow while the other fires, thus one character could fire the heavy crossbow every round while the other is loading.

Team Flanking (Fighter)

Skilled in fighting as part of a group, you are adept at making devastating flanking attacks.

Prerequisites: Base attack bonus of +6 or more.

Benefit: You gain a +4 bonus to your attack roll whenever flanking an opponent. The ally helping you flank the opponent retains his normal +2 attack bonus.

Normal: If a character is attacking an opponent with an ally, the opponent is flanked. Both characters gain a +2 flanking bonus on their attack rolls.

The Final Lesson (General)

Once you have progressed to this level, failure no longer exists.

Prerequisites: Base attack bonus +10 or higher, Power Attack.

Benefit: If you declare a Power Attack and miss, but would have struck your target if not for the penalty bestowed by the power attack, then you strike your target normally but receive no damage bonus whatsoever. Only the base damage die of the weapon itself and any additional dice of damage due to enchantments upon the weapon apply.

The Mountain Does Not Fall (General)

Your fortitude allows you to keep fighting in spite of adversity.

Prerequisites: Base attack bonus +12 or higher, Con 13+, Great Fortitude, The Mountain Does Not Move.

Benefit: You can choose to suffer 1 point of temporary Wisdom damage in order to ignore the effects of all of the following status effects for one round: dazed, dazzled, disabled, dying, fatigued, nauseated, paralysed, staggered, stunned and unconscious. This action may be performed out of turn immediately before the status begins to affect you. A dying character still has fewer than zero hit points but he can continue acting normally and ceases losing hit points. Characters who reach -10 hit points die. If the effects of this feat cease before the duration of the status effect ends, the status effect resumes normally. You may choose to continue ignoring the effects of a negative status effect as long as you continue sacrificing Wisdom but you cannot lower your score beneath 3.

The Mountain Does Not Move (General)

You can shrug off the deadliest blows and remain standing.

Prerequisites: Base Attack bonus +6 or higher, Con 13+.

Benefit: Whenever you receive damage in combat (from a weapon or other physical attack, not from a spell or special ability), you may suffer a temporary point of Wisdom damage and make a Fortitude saving throw (DC equal to damage dealt). If this save is successful, all damage from the blow is negated.

The Sudden Strike (General)

Your speed and skill are such that you slice through your enemy's defences.

Prerequisites: Base attack bonus +2 or higher, Dex 13+.

Benefit: Choose any weapon with which you have proficiency. When using this weapon, you gain a +2 circumstance bonus to attack rolls against any opponent whose Initiative total is lower than yours.

Special: You may gain this feat multiple times. Each time, it applies to a new weapon

The Gorgon's Horns (General)

Your body hits with the force of a battering ram.

Prerequisites: Power Attack, Improved Bull Rush, base attack bonus +3 or higher.

Benefits: If you successfully push an opponent back during a bull rush, make a melee touch attack. If you are successful, you inflict normal unarmed damage.

Throw (General)

You know how to sweep your opponents to the ground and control the direction of their fall.

Prerequisites: Improved Unarmed Strike.

Benefits: When making an unarmed trip attack, you can cause your opponent to land prone in any direction within your threatened area. When making a bull rush, you can push your opponent in any direction you choose, even directly behind you.

Threatened Reach (General)

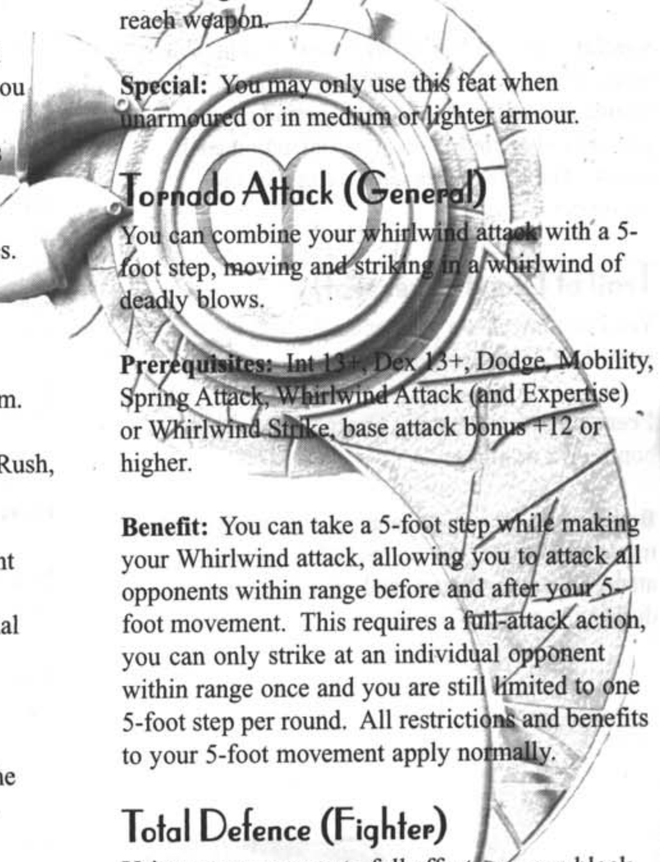
Your mobility and footwork make you a deadly opponent in combat.

Prerequisites: Dex 13+, Dodge, Mobility, Spring Attack, Combat Reflexes, base attack bonus +6 or higher.

Benefit: Designate one opponent on your turn as a free action. Against this opponent, you increase your threatened range by 5 feet, as long as you maintain a direct, unimpeded line of sight with your chosen opponent. If this opponent provokes an attack of opportunity within this expanded range, you may take an immediate attack of opportunity against him. You are free to select a new opponent once per round in Initiative order on your turn.

Normal: Your threatened range is normally 5 feet unless larger than medium size or armed with a reach weapon.

Special: You may only use this feat when unarmoured or in medium or lighter armour.



Tornado Attack (General)

You can combine your whirlwind attack with a 5-foot step, moving and striking in a whirlwind of deadly blows.

Prerequisites: Int 13+, Dex 13+, Dodge, Mobility, Spring Attack, Whirlwind Attack (and Expertise) or Whirlwind Strike, base attack bonus +12 or higher.

Benefit: You can take a 5-foot step while making your Whirlwind attack, allowing you to attack all opponents within range before and after your 5-foot movement. This requires a full-attack action, you can only strike at an individual opponent within range once and you are still limited to one 5-foot step per round. All restrictions and benefits to your 5-foot movement apply normally.

Total Defence (Fighter)

Using your weapons to full effect, you can block and parry with consummate ease in combat, denying your enemies any chance to strike you effectively.

Prerequisites: Dex 15+, Dodge, Defensive Fighter.

Benefit: When using this feat, you may only take a 5-foot step when fighting defensively but, in return, gain a +6 dodge bonus to your Armour Class.

Normal: As a standard action, the character can simply defend himself. The character cannot perform any actions other than moving his speed, but gains a +4 dodge bonus to his Armour Class for 1 round.

Touch Mastery (General)

You have an innate understanding of how touch attacks are best used during combat.

Prerequisites: Base attack bonus of +3 or better.

Benefit: In addition to any other touch-based attack bonuses, you may add your Intelligence

modifier to your attack roll when making touch attacks.

Special: To gain this benefit, you must be able to assess your opponent completely for at least three rounds of combat. During this period of study, you are only able to take a partial action each round. The effect lasts until the end of the encounter.

Trail of Blood (General)

You can mow down your enemies, leaving a swathe of death behind you.

Prerequisites: Cleaving Charge, base attack bonus +12 or higher.

Benefit: As cleaving charge, except that you may move up to three 5ft squares before each extra attack. You may not exceed your base movement during the action.

Trample (General)

You know how to use your mount to aid your attacks in combat.

Prerequisites: Ride skill, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, the target may not choose to avoid you. If you should knock down your target, your mount may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

Tread on the Blade (General)

Your speed and reaction time are unmatched.

Prerequisites: Base attack bonus +10 or higher.

Benefit: If your Initiative check is higher than your opponent's by 10 or more, you may choose to let your opponent strike you, in order to gain an additional attack against that opponent at your highest base attack bonus. Your opponents' attack does not count against their normal attacks for the round, or their maximum number of attacks of opportunity and is performed at their lowest base attack bonus. This ability may be used only once per turn.

Tumbling Attack (General)

Execute a startling series of attacks while you tumble through your enemy's midst.

Prerequisites: Dex 15+, Dodge, Int 13+, Expertise, Mobility, Spring Attack, base attack bonus +6 or higher, Tumble skill, Skill Focus (tumble).

Benefit: As a full attack action, you are able to tumble up to 20 feet, and, if you succeed at your Tumble check (see Tumble skill, *Core Rulebook I*), you suffer no attacks of opportunity and you may make your full number of attacks while you tumble. However, you are able to attack no more than once from any single five foot square through which you move (including the squares in which you start and finish the tumble). Even with this feat, the move is so difficult to execute that it adds +2 to the DC of your Tumble check and all attacks suffer -2 penalty to hit. If you fail your Tumble check, you suffer attacks of opportunity as normal and can make only a single attack.

Normal: You tumble as a move action and can make a single attack as a standard action.

Special: This feat cannot be used with ranged attacks or reach weapons. If you are using two weapons or a double weapon, you still may only attack once from each square, so the maximum number of attacks you can execute is 5.

Twin Weapon Fighting General)

You can wield a matching pair of weapons, one in each hand, with extraordinary ability.

Prerequisites: Ambidexterity, Two-Weapon Fighting, base attack bonus +6 or higher.

Benefit: Choose a one-handed weapon, based on your size. When wielding one of the chosen weapons in each hand, you wield the weapon in your off-hand as if it were a light weapon.

Normal: With the Ambidexterity and Two-Weapon Fighting feats, you can normally wield a pair of one-handed weapons at a -4 attack penalty with your primary and secondary weapons. This feat reduces the attack penalty to -2 with your primary and secondary weapons, the same penalties that you would have if you had a light weapon in your off-hand.

Two-Handed Power Strike (Fighter)

You have learned how to use larger weapons effectively, utilising their weight and balance to cause the maximum damage possible whenever they are swung.

Prerequisites: Str 15+, Power Attack.

Benefit: You may add twice your Strength bonus to damage when using a two-handed close combat weapon with both hands. This feat may not be used in conjunction with Improved Initiative or Lightning Initiative and may only be applied when you are using the full attack combat option.

Normal: Without this feat, a character will normally add one-and-a-half times their Strength bonus to damage with a two-handed weapon.

Twin Shot (General)

Often the preserve of showmen in travelling circuses, you are skilled enough in ranged attacks to use smaller weapons in each hand, greatly increasing the amount of firepower you can unleash upon your enemies. This is never the most accurate way of using ranged weapons and it is highly impractical for prolonged battles but you favour such flashy attacks.

Prerequisites: Proficiency in weapon, Ambidexterity.

Benefit: You may simultaneously use any pistol or crossbow of one size class (or more) smaller than yourself in each hand. Each weapon suffers a –2 penalty on its attack roll.

Twin Snakes Share the Fang (General)

Assassins in many cultures are taught to keep their hands close together and quickly pass their blades from hand to hand, making it much more difficult to disarm them. You have mastered this unique skill.

Benefits: You gain a +4 bonus to resist disarm checks while wielding a single, one handed weapon. Both hands must be free in order to gain this bonus.

Twin Warriors (General)

Some martial arts schools teach their students to fight in teams, one martial artist using aggressive techniques and the other fighting defensively, the better to keep opponents off balance.

Prerequisites: Improved Unarmed Fighting, Dodge or Weapon Focus (unarmed).

Benefits: For each ally, to a maximum of two, who possesses this feat and is within a 20ft radius of you, you benefit from a +1 circumstance bonus to Armour Class, attack or damage rolls. No two characters may benefit from the same bonus simultaneously but any character can change the bonuses (including the bonuses of their allies) on their turn as a move equivalent action.

Twin Weapon Defence (General)

You are adept at using your blades to defend while attacking.

Prerequisites: Base attack bonus +1 or higher, Wis 15+, Twin Weapon Style.

Benefit: When wielding a medium weapon and a small weapon and wearing light armour or no

armour, you gain a +2 dodge bonus to Armour Class.

Special: You may learn this feat multiple times. Instead of the normal benefit, this feat bestows an additional +1 dodge bonus to Armour Class each additional time it is taken.

Two-Weapon Combination (General)

You master a specific two-weapon combination.

Prerequisites: Dex 15+, proficient with both weapons.

Benefit: You gain the use of the Two-Weapon Fighting and Ambidexterity feats but only with a specific combination of weapons. The weapon combination must be specified when the feat is first bought and is limited to two specific light or one-handed weapons. These can be two identical weapons.

Special: You can learn later feats for which Ambidexterity or Two-Weapon fighting are prerequisites based on the 'virtual' feats learned with Two-Weapon Combination but you can then only use those feats with the specific weapon combination you have chosen.

Note: You save up a feat but you can only fight with one specific combination of two weapons.

Two-Weapon Fighting (General)

You are trained to fight with a weapon in each hand.

Benefit: The character's penalties for fighting with two weapons are reduced by 2.

Twin Weapon Style (General)

You are skilled in a fighting style that uses a medium and a small weapon simultaneously.

Prerequisites: Base attack bonus +1 or higher, Wis 13+, Martial Weapon Proficiency with the weapons used.

Benefit: Select a favoured medium weapon and a favoured small weapon. When the medium weapon in your primary hand and the small weapon in your off hand, you may fight as if you had the Ambidexterity and Two Weapon Fighting feats. If the medium weapon is a bastard sword, you are also considered to have Exotic Weapon Proficiency (bastard sword).

Special: You may learn other feats that require Exotic Weapon Proficiency (bastard sword), Ambidexterity and Two Weapon Fighting as prerequisites but may only use them when wielding the favoured weapons until you otherwise meet the prerequisites.

Two-Weapon Defence (General)

You can attack and defend with a weapon in each hand. You can fight defensively while still making your normal attacks each round.

Prerequisites: Dex 13+, Ambidexterity, Expertise, Two-Weapon Fighting.

Benefits: You can take a penalty of –2 to all attack rolls this round in order to gain a +4 dodge bonus to Armour Class until your next action.

Normal: See Expertise and fighting defensively in *Core Rulebook I.*

Special: You can only use this feat if you wield a weapon in each hand.

Underwater Combat (General)

You have learnt to adjust to the rigours and demands of combat beneath the waves and can fight enemies there with little difficulty.

Prerequisites: Dex 13+.

Benefit: When fighting in underwater melee combat, you only face a –2 penalty to Initiative checks and attack rolls. In addition, you also receive only a –2 penalty to damage when using slashing or bludgeoning weapons.

Normal: A character without this feat fights with a –4 penalty to their Initiative checks and attack rolls while underwater. In addition, those using slashing or bludgeoning weapons will suffer a –4 penalty to their damage rolls.

Void of War (General)

You have learned to tip the balance between speed and defence, decreasing one in favour of the other.

Prerequisites: Base attack bonus +3 or higher.

Benefit: Before rolling for Initiative, you may choose to impose a -4 penalty to your Initiative check to gain a +2 dodge bonus to Armour Class. Alternately, you may choose to give yourself a -4 penalty to your Armour Class to gain a +2 circumstance bonus to your Initiative check. It is not possible to acquire a negative Armour Class or Initiative check using this feat. The bonus and penalty last from the time you roll Initiative until the end of the round.

Special: You may select this feat multiple times but cannot learn it a total number of times greater than your level divided by three. Its effects stack, though you do not have to invoke the full benefit.

Warcry (General)

You are able to terrify your opponents with a fearsome battlecry.

Prerequisites: Rage class ability, Cha 13+.

Benefits: As a move-equivalent action that does not provoke an attack of opportunity, you can emit a battlecry that will severely unnerve your opponents. Each opponent within 30 feett of you at the time of the cry must make a Will save (DC 10 + the character's Charisma modifier). Add two to the DC of the Will save if the character with Warcry has at least five ranks in Intimidate.

Opponents that fail the Will save suffer a –2 morale penalty to attack rolls, Will saves and Armour Class for as long as the raging character remains in combat and raging. Using Warcry reduces the character's total rage time by one round.

Weapon Display (General)

You are able to put on a flashy display of weapon prowess to intimidate your enemies.

Prerequisites: Base attack bonus +1or higher.

Benefit: This ability can only be used in a combat situation. You can add your base attack bonus to an Intimidate check but you must spend at least one full round showing off your skill first.

Weapon Finesse (General)

Choose one light weapon. Alternatively, you can choose a rapier, provided the character can use it in one hand, or a spiked chain, provided the character is at least Medium-size.

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

Benefit: With the selected weapon, you are able to add your Dexterity modifier instead of your Strength modifier on attack rolls. Since you needyour off-hand for balance, apply the armour check penalty of any shield worn to attack rolls.

Special: You can gain this feat multiple times, its effects do not stack. Each time you take this feat, it applies to a new weapon.

Weapon Focus (General)

You are particularly good with a specific type of weapon, such as longswords. You can choose unarmed strike or grapple for your weapon for purposes of this feat. If a spellcaster, you can choose ray, in which case you are especially good with ray-type spells.

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

Benefit: You add +1 to all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new weapon.

Weapon Juggle (General)

You can change and pick up weapons as a free action.

Prerequisites: Dex 13+, Fast Draw, Perform (juggle) skill.

Benefit: You can juggle weapons and similarly sized objects during combat. You can draw, sheathe, or shift them from hand to hand as a free action. You can even pick them up from the ground as a free action, as long as you can kick at them. You can do this at the start and end of your turn but not on somebody else's turn or in the middle of an attack sequence. These actions never trigger attacks of opportunity.

Weapon Specialisation (Special)

Choose one type of weapon. You are especially good at inflicting damage with this weapon.

Prerequisites: Fighter level 4+.

Benefit: You add +2 to all damage inflicted with the weapon you have specialised with. If the weapon is a ranged weapon, the target must be within 30 feet.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Weapon Tricks (General)

You can change the type of damage you do with melee weapons.

Benefit: Many types of melee weapons can conceivably do two different types of damage. Examples are swords (could do slashing or piercing), picks (could do bludgeoning or piercing) and single-edged or bludgeon-backed axes (could do slashing and bludgeoning). When wielding such a weapon, you can opt to do either of the two types of damage.

Notes: The Games Master is the final arbitrator on what types of damage a weapon can do, based on the example, common sense and his knowledge on how these weapons are used in real life.

Weapon Trip (General)

You have trained to be able to trip foes with your melee weapon..

Prerequisites: Weapon Focus.

Benefits: Select one melee weapon for which you have the Weapon Focus feat. You may now use that weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop that weapon to avoid being tripped.

Normal: Only specially-designed weapons such as the guisarme may be used to trip opponents in combat.

Weapons of Opportunity (General)

You can use mundane objects as weapons in combat.

Prerequisites: Base attack bonus +4 or higher.

Benefits: You can use virtually any mundane object you can lift as if it were a weapon. You attack with all normal bonuses, including those from applicable feats. Damage for a weapon of opportunity depends on its size. Consult the following table.

Size	Damage	Critical	Range Increment
Tiny	1d3	x2	10 ft
Small	1d4	x2	10 ft.
Medium	1d6	x2	10 ft.
Large	1d8	x2	10 ft.

Whirlwind Attack (General)

You are able to strike multiple opponents in combat.

Prerequisites: Int 13+, Dex 13+, Dodge, Expertise, Mobility, Spring Attack, base attack bonus +4 or higher.

Benefit: When you use the full attack action, you can give up all of your regular attacks and instead make one melee attack at the full base attack bonus against each opponent within five feet.

Whirlwind Defence (General)

You are adept at defending yourself against multiple opponents.

Prerequisites: Dex 13+, Dodge, Mobility, Spring Attack, base attack bonus +4 or higher.

Benefit: When flanked in melee combat, your opponents subtract 2 from their flanking bonus to attack rolls and can only make sneak attacks against you if their character level is higher than yours.

Normal: Attackers in flanking position gain a +2 bonus on attack rolls and can make sneak attacks against you.

Whirlwind Strike (General)

You are able to attack nearby foes in a whirlwind of spinning kicks and strikes.

Prerequisites: Wis 13+, Dex 13+, Dodge, Improved Unarmed Strike, Mobility, Spring Attack, base attack bonus +4 or higher.

Benefit: When performing the full attack action, you give up all of your attacks and can instead make one unarmed attack against each opponent within five feet at your full base attack bonus.

Special: Monks may use this feat when unarmed or when armed with a kama, nunchaku or siangham.

Note: This is a modified form of the standard Whirlwind Attack feat adjusted for use by monks and characters adept in unarmed combat. Characters cannot combine this feat with use of any weapon except as outlined above.

Wild Rider (General)

You are able to ride any creature large enough to bear your weight without penalty.

Prerequisites: Ride skill.

Benefit: You suffer no penalty to your ride skill when riding bareback. Nor is your ride skill rank reduced when you ride different types of animals.

The animal to be ridden must still be able to bear your weight.

Normal: The normal penalty for riding bareback is -5. When your ride a mount other than the one your initially learned the ride skill for, your skill rank is reduced by two or five depending on how different they are.

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FEATS OF BLOOD

The feats in this chapter are sub-divided among the non-human races. They contain specialist options for members of those races, particularly feats which further enhance some aspect of the race, whether it be their vision, their skills or their size. Each section's feats are only available to members of that race.

ELVEN FEATS

Elven feats are only available to elf characters, half-elves might be allows to select them with their Games Master's permission.

Arcane Birth Gift (General)

You were born gifted with a special power because of the ancient ties between elves and fey.

Prerequisites: Wis 13+.

Benefit: You can choose a 0-level spell from the druid spell list as a spell-like ability, usable once per day.

Special: This feat is only available at character creation and cannot be acquired later in the game.

Bonding (General)

You can create a special bond with any other creature. Elves save this gift to bond with a spouse or another loved one and it is a great honour for any other elf, let alone a member of another race, to be bonded with you.

Benefit: You sacrifice 200 XP to forge a weak empathic link with another creature. Once per day per bonded creature, you can make a Sense Motive check at DC 20 to know what that creature is feeling at any moment, no matter the distance.

Joy of Life (General)

You have led a long life and you are reluctant to relinquish it easily.

Prerequisites: Con 15+.

Benefit: You do not die until reaching -15 hit points.

Normal: When a character is reduced to -10 hit points, he is dead.

Manifestation (General)

You can call upon the power of your elven blood to impress lesser races.

Prerequisites: Cha 15+.

Benefit: As a standard action, you can appear more imposing by drawing power from the land. You have a +4 morale bonus to all Charisma-based checks for 1d6 rounds. This is a supernatural ability you can use three times per day.

Special: Other elves are immune to this effect.

DWARVEN FEATS

Dwarven feats are only available to dwarf player characters.

Crouched Combat (General)

You are able to fight from a kneeling or crouched position without penalty.

Prerequisites: Base attack bonus +3 or higher.

Benefit: Foes who attack you in melee while you are crouched or kneeling gain no benefit from your position.

Normal: When a kneeling target is attacked, the assailant gains a +2 bonus to his attack.

Magical Null (General)

The magical resistance of your people swells within you, protecting you from baneful spells. Unfortunately, this increased resistance also makes it less likely that friendly spells will work properly (or at all) when they are cast upon you.

Benefit: You receive a +4 natural bonus on saving throws against spells or spell-like effects. When a beneficial spell is cast on you, there is a 10% chance the spell simply fails, regardless of its source. This ability does not affect spells or spell-like effects generated by magical items.

Stone Bones (General)

Your stout bone structure makes you resistant to physical damage.

Prerequisites: Toughness.

Benefit: You may ignore the first 2 hit points of damage inflicted upon you by physical attacks each round. This feat does not protect you against damage caused by spells, poisons, environmental hazards or other sources of damage.

Iron Bones (General)

As with stone bones, but you are now more resistant to physical damage.

Prerequisites: Stone Bones

Benefit: You may ignore the first 4 hit points of damage inflicted upon you by physical attacks each round.

Armoured Mage (General)

The affinity dwarves feel for metal allows you to reduce the chance of spell failure when casting arcane spells while wearing armour.

Prerequisites: Any Metamagic feat.

Benefit: When casting arcane spells while wearing armour, you may reduce the chance of arcane spell failure by 5%, with a minimum chance of spell failure of 5%.

Rat Hacker (General)

You are skilled at fighting creatures smaller than yourself. While others may stumble around trying to find the wee creatures, you know just how to hit them where it hurts while avoiding their puny attacks.

Prerequisites: Base attack bonus +5 or higher.

Benefit: When you are fighting creatures one size category smaller than yourself, they lose any benefits to Armour Class or to their attack rolls based on their size.

Normal: Smaller creatures normally gain a bonus to Armour Class and their attack rolls when battling larger foes.

Goblin Slayer (General)

You are capable of inflicting more grievous wounds on creatures smaller than yourself by applying your superior mass and leverage. Goblins and kobolds do not stand a chance.

Prerequisites: Rat Hacker.

Benefit: When fighting creatures smaller than yourself, each of your successful melee attacks inflicts an additional hit point of damage for every size category of difference.

Sprite Fender (General)

You have mastered the art of avoiding attacks from creatures smaller than yourself. Even the smallest of creatures cannot intrude upon your instinctive knowledge.

Prerequisites: Goblin Slayer.

Benefit: Creatures smaller than yourself gain no benefits from size when fighting you, losing their Armour Class and attack bonuses against you.

Pixie Butcher (General)

You are able to maximize the strength of your attacks against creatures smaller than yourself; building on the Goblin Slayer feat, you have mastered techniques which allow you to generate even more force.

Prerequisites: Sprite Fender.

Benefit: When fighting creatures smaller than yourself, each of your successful melee attacks inflicts an additional hit point of damage for every size category of difference.

Ancestral Enemy (General)

You are privy to the ancient techniques handed down through dwarven battle guilds for battling goblinoids. While other dwarves are skilled at fighting these creatures, your martial art is far superior.

Prerequisites: Goblin Slayer.

Benefit: When attacking any orc or goblinoid, your racial bonus for attack rolls is increased to +3 and you receive a +2 racial bonus to damage rolls.

Normal: Dwarves normally have a +1 racial bonus on all attack rolls against orcs and goblinoids.

Contact Shot (General)

You are able to use a crossbow or firearm in close combat and, in fact, receive a bonus to your attack roll when doing so.

Prerequisites: Point Blank Shot.

Benefit: When firing a crossbow or firearm, you do not provoke an attack of opportunity and receive a +2 circumstance bonus to your attack roll. Reloading your weapon still provokes an attack of opportunity.

Deepblood (General)

Your family has an ancient bond with shadow and deep places.

Prerequisites: Wis 11+.

Benefits: You gain a +4 racial bonus on Spot checks when using darkvision. If normal light conditions exist, you do not gain this bonus.

Special: You can only take Deepblood at 1st level.

Deepsight (General)

Your family's ancient bond with the deep places of the earth enhances your darkvision.

Prerequisites: Deepblood.

Benefit: The range of your darkvision increases by 10 feet.

Special: You can take this feat multiple times and the benefits stack.

Giant Wrangler (General)

You have a natural affinity for battling creatures larger than yourself; combined with your racial techniques for dodging giants, this makes it very difficult for giants to injure you.

Benefit: When fighting against creatures larger than yourself, you receive a +1 competence bonus for each size category of difference. This bonus is in addition to any other bonuses for your size.

Natural Smith (Armour) (Dwarf)

You have a natural affinity for creating Armour and are able to produce high-quality suits with greater ease than most.

Benefit: You have a +2 natural bonus to any Craft (armoursmith) checks. In addition, when attempting to craft a suit of armour, the masterwork component is figured at 75 gp.

Normal: The masterwork component for weapons is normally 150 gp.

Natural Smith (Weapons) (General)

You have a natural affinity for creating weapons and are able to produce high-quality weapons with greater ease than most.

Benefit: You have a +2 natural bonus to any Craft (weaponsmith) checks. In addition, when attempting to craft a weapon, the masterwork component is figured at 150 gp.

Normal: The masterwork component for weapons is normally 300 gp.

Instinctive Mining (General)

While all dwarves are skilled at mining, your talents are legendary. With your pick in hand, you can carve your way through rock faster than just

about anyone you know, pulling precious metals out of the ground as easily as the farmer tugs weeds from the garden.

Prerequisites: Dwarf.

Benefit: You receive a +2 natural bonus to any Profession (mining) checks and are able to hack out an additional cubic foot of ore every 4 hours.

HALFLING FEATS

Halfling feats are only available to halfling characters.

Adroitly Agile (General)

Being small and lithe has its advantages. In situations that call for nimbleness, your trained abilities succeed when others would fail.

Prerequisites: Dexterity 15+, Escape Artist and Tumble as class skills and Evasion class ability.

Benefit: You gain a +1 competence bonus to Escape Artist and Tumble checks. In addition, once every 24 hours, you can automatically succeed at a Reflex saving throw, regardless of its difficulty. If the DC of the Reflex save is higher than you could roll without a natural 20, you suffer 2d6 subdual damage from the physical strain of your success.

Chef Extraordinaire (General)

You can take virtually any ingredients at hand and make something delicious and nourishing with them.

Prerequisites: Craft (cooking) or Profession (chef) skills.

Benefit: As long as you have access to anything *vaguely* edible, you can automatically cook something others will find at least palatable and filling. The DC for making this food taste good is variable, based on whatever the Games Master deems appropriate given whatever materials you had to work with.

You also gain the ability to create masterwork meals in the same manner as other masterwork craft skills, substituting your Profession skill check if higher. A masterwork meal provides all the nourishment a medium or smaller creature needs for an entire day and provides a +2 synergy bonus to Heal, Bluff, Gather Information, or Gather Information if the meal can be used a major part of the skill check (Games Master's discretion). Halflings with 5+ ranks of Animal Empathy may also apply this synergy bonus to Handle Animal skill checks.

Helpless Waif (General)

It is annoying, but there are times when the general opinion of halflings as 'cute little children' can be useful. You have honed that silly assumption into an art form.

Prerequisites: Charisma 15+, Bluff and Diguise skills.

Benefit: Once per encounter, you can attempt to make one target creature consider you too innocent and helpless to be a real threat. The target creature must be vulnerable to mind-affecting effects and able to see you clearly (you may not be the recipient of any cover or concealment bonuses). You make a Bluff check opposed by the target's Sense Motive check. If you win the check, the target becomes temporarily vulnerable to you; it loses any Dexterity bonus to its Armour Class against you until after your next attack. No creature can be successfully affected by this ability more than once.

There are a number of non-combat applications of this feat, ranging from convincing strangers to provide food and shelter for you to bluffing your way into a human orphanage. These applications will require a Games Master's approval but should be considered a viable use for this ability.

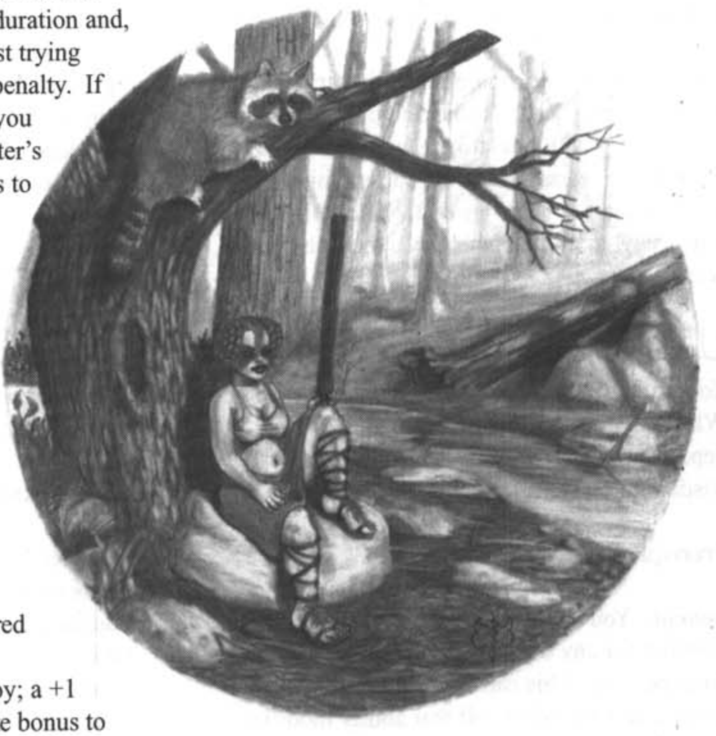
Jaded Tastes (General)

If there is a rare delicacy, you have probably eaten it. If there is a forbidden drink, you have probably named a hangover after it. You have tried almost everything at least once and, as such, it is hard to impress you any more.

Prerequisites: All base saves of 2+

Benefit: You are immune to being shaken or panicked; gaining a +2 inherent bonus against fear effects of any other kind. You gain a +1 competence bonus to saves versus ingested poison and diseases caused by food or drink. You are dazzled or dazed for only half as long as any such effect should normally last.

As a downside, you receive morale bonuses of any kind for only half their normal duration and, if a Will save is ever required to resist trying something, you suffer a -2 inherent penalty. If the save is prompted by something you have never done before (Games Master's discretion), the save penalty worsens to -4.



Lanky (General)

You are extremely tall for your race, reaching some of the same heights that humans and elves do.

Benefit: You do not suffer the -2 penalty to Strength, weapon size limitations, or quarter reduction in carrying capacity other halflings do because of your taller size. Unfortunately, you are also considered Medium-size and thus you lose the advantages that Small creatures enjoy; a +1 size bonus to Armour Class, a +1 size bonus to attack rolls, and a +4 size bonus on Hide checks.

This feat can be used as a way of denoting a heritage of something other than halfling in your ancestry, such as being half-human or some other differing parentage.

Natural Thief (General)

Not all halflings are thieves but you do not just fit the stereotype; you live it. Roguish skills come easily to you, even without training.

Prerequisites: Dexterity 15+, Intelligence 13+

Benefit: Escape Artist, Disable Device, Hide, Move Silently, Open Lock and Pick Pocket are always considered class skills for you. When using any one of these six skills, you gain a +1 competence bonus to the check. Lastly, you can attempt to use Disable Device on any trap, even if you do not possess any levels of rogue.

Perfidious Storytelling (General)

You have a story for every occasion, and you tell them as often as you can. Every once in a while, they can even be useful.

Prerequisites: Charisma 11+, Perform (storytelling) 2+.

Benefit: In any situation where you can be heard by someone you wish to assist in a skill check they are making, you can provide a +2 synergy bonus simply by taking five full minutes to tell a story related to the activity. This action increases the time the skill check takes to perform by at least five minutes while the subject listens to your anecdote. (There is not a requirement that your subject actually *enjoy* the story…)

If you possess two or more levels of bard, your synergy bonus when using this feat increases to +3. Ten or more levels of bard increases this to a total of +4.

Traditional Focus: Halfling (General)

Your love of home, hearth and family can grant you great strength when defending them.

Prerequisites: Must follow a halfling deity.

Benefit: Whenever you are defending a family member, your chosen home, or anything of significance to your race, you receive a +2 morale bonus to saves versus fear, attack and damage rolls, and 1d10 temporary hit points. These bonuses last until the danger has passed, at which point they fade. If the threat returns, so do the bonuses. The temporary hit points do not stack with temporary hit points from any other source.

The Games Master should determine appropriate reasons for this feat to come into play. Adventuring with a relative is not normally enough of a reason but, if the current mission is one of import to halflings as a whole, this feat might well grant its bonus throughout the entire scenario.

Uncommon Sense (General)

Your mother did not raise any fools, not even you. When the going gets tough, you can always depend on your good, old-fashioned hearth wisdom to carry you through.

Prerequisites: Must be a halfling, Wisdom 14+.

Benefit: You may substitute your Wisdom ability modifier for any other ability score modifier three times per day. This can be applied to saves, skill checks, and any other roll that ability modifiers can affect. You can also make an untrained Knowledge (halfling religions, geography, history, and local only) skill check, applying only your Wisdom modifier to the roll.

This feat can be taken more than once, granting three more uses and a +1 cumulative competence bonus to Knowledge skill checks made using your Wisdom bonus.

GNOME FEATS

Gnome feats are only available to gnome characters.

Burrowmastery (General)

You have developed the art of digging and traveling through the earth as a viable mode of transportation. It is slow going and the effort is tiring, but it will get you where you need to be.

Prerequisites: Strength 13+, Constitution 15+.

Benefit: You gain Burrow 10 feet as a movement mode but, to use it, you must have claws, a pick, or some other appropriate digging implement. This method of travel does not allow you to burrow through rock unless the tool you are using to dig specifically has a magical ability to dig through stone. If you are using an item or special ability that allows burrowing travel, this feat adds 10 feet to its movement rate.

Special: A gnomish druid who adopts a burrowing animal's form with *wild shape* applies their *trackless step* ability to this movement, allowing him them to burrow without leaving any trace of doing so.

Earthen Kinship (General)

The creatures of the earth to whom your people feel a special bond consider you to be a trusted friend. Whether by gift of blood or by practiced talent, you can influence them more than other gnomes.

Prerequisites: Animal Empathy skill.

Benefit: You gain an additional use per day of the *speak with animals* ability all gnomes receive and you gain an animal companion immediately upon taking this feat. It must be a burrowing animal of no more than one hit die per character level. In every other sense, this creature is treated like a druid's animal companion and does not count towards the total hit dice you can have in companions gained by other means.

Farwanderer (General)

You are not like most gnomes, preferring the open road to a hillside home and the company of folk in other lands to life among your own kind.

Prerequisites: Background must be appropriate to the feat

Benefit: Years of travel have honed your ability to move from place to place quickly and efficiently. You have a base movement rate of 30 and Ride is always considered a class skill for you. If you are required to make a Concentration check due to travelling conditions (a pitching ship's deck or galloping on horseback), you gain a +2 competence bonus to the roll.

Normal: Without this feat, gnomes have a base movement rate of 20 feet.

Houndblooded (General)

Your sense of smell is so acute, you can smell something long before you can see it. Few can escape you when you are tracking them by scent.

Prerequisites: Wisdom 15+.

Benefit: Your extremely skilled olfactory sense grants you the same bonus wolves and certain other creatures enjoy; a +4 bonus to Wilderness Lore checks when making Track checks when scent is an issue. You can attempt such tracking even without possessing the Track feat, but you lose the +4 bonus when doing so.

You do not quite gain the ability of Scent from this feat but it can be useful to detect invisible or hidden targets. If you are within 10 feet of a concealed subject, you may automatically make a Spot check (DC 20) to notice it. Pinpointing the exact location of the object or creature in question takes a full round action, but just noticing the presence of the target is a free action that can even be taken on someone else's turn without penalty.

Innovator (General)

Your gnomish blood gives you great insight into the world of inventions and new ideas. You are quick to come up with creative solutions to problems and complication problems in need of solutions.

Prerequisites: Intelligence 13+, Access to Knowledge (any) as a class skill.

Benefit: Your keen mind easily works through complexities that would confuse others, granting you a +1 insight bonus to Knowledge skill checks, Disable Device, and Open Lock checks. If you Take 20 on such checks, the extra time spent pondering the task at hand grants you an additional +1 bonus for a total insight bonus of +2.

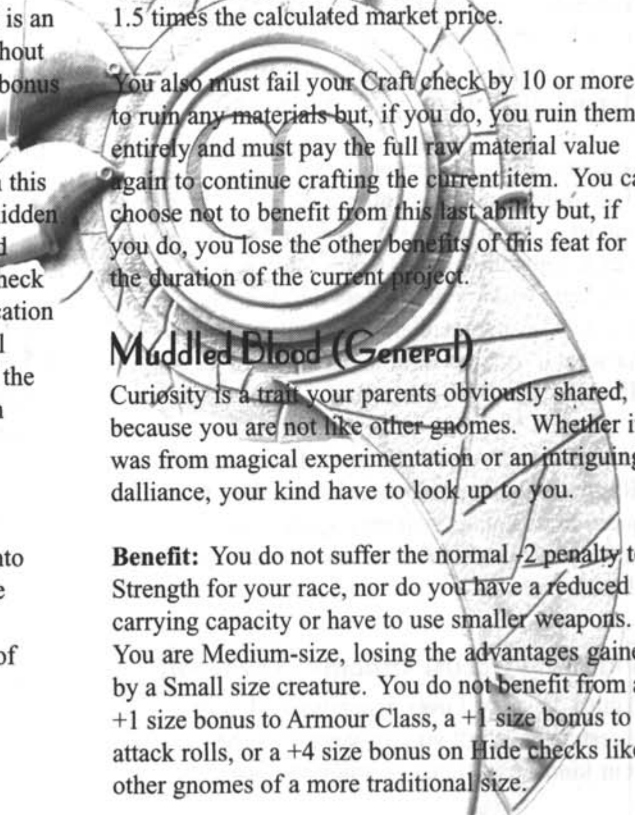
Unfortunately, your mind does not work the same way others do. You can never get more than a +1 bonus when others try to Aid Another for your benefit. Only other gnomes with the Innovator feat can provide you with the full +2 bonus normally associated with that action.

Jewelheart Gnome (General)

You have a special talent for cutting gems and crafting jewellery with them. It is almost as if you have a jewel for a heart yourself.

Prerequisites: Dexterity 14+, Craft (gemcutting) 4+.

Benefit: Craft checks made by you when cutting a gem or crafting jewellery inset with gems enjoy a +2 competence bonus and take only half the usual time to complete. This allows you to make a Craft check every 3 days instead of once each week. If you take your time and work for the normal week's crafting period, the finished product will be worth 1.5 times the calculated market price.



You also must fail your Craft check by 10 or more to ruin any materials but, if you do, you ruin them entirely and must pay the full raw material value again to continue crafting the current item. You can choose not to benefit from this last ability but, if you do, you lose the other benefits of this feat for the duration of the current project.

Muddled Blood (General)

Curiosity is a trait your parents obviously shared, because you are not like other gnomes. Whether it was from magical experimentation or an intriguing dalliance, your kind have to look up to you.

Benefit: You do not suffer the normal -2 penalty to Strength for your race, nor do you have a reduced carrying capacity or have to use smaller weapons. You are Medium-size, losing the advantages gained by a Small size creature. You do not benefit from a +1 size bonus to Armour Class, a +1 size bonus to attack rolls, or a +4 size bonus on Hide checks like other gnomes of a more traditional size.

This feat can simulate some interesting facet of a character's background, such as half gnome heritage or some sort of prenatal alchemical accident.

Olfactory Alchemy (General)

The smell of ingredients and the aroma of them in process is a vastly better guide for you than any technical process.

Prerequisites: Alertness, access to Alchemy as a class skill.

Benefit: When using the Alchemy skill, you enjoy a number of gnomish benefits due to your improved sense of smell and natural talents. You gain a total of a +3 racial bonus to any Alchemy check, you only ruin a quarter of your materials on a failed creation check and it costs you nothing for your first attempt to identify a substance or potion (subsequent retries cost the normal 1 gp or 20 gp when taking 20, as the smell of the item is evidently not enough of a clue).

Normal: Without this feat, gnomes only receive a +2 racial bonus to Alchemy checks.

Scrutinizing (General)

Your careful eyes, long used to the illusions of your people, have an easier time than most of seeing through such things.

Prerequisites: Alertness, Intelligence 12+.

Benefit: When you encounter an illusion of any kind, you can automatically make a Will save against its normal DC + 5. This roll is made in secret, generally by the Games Master, and you will not even be aware of it unless the check succeeds. If it does, you immediately see or hear the illusion for what it truly is. Your racial bonus of +2 against illusions applies to this roll.

In addition, if you do not immediately spot the illusion in this way but later have reason to question its nature, you may apply your Intelligence modifier as an additional bonus to the check.

Tradition Focus: Gnome (General)

Tactics developed over generations of your ancestors have left you prepared to do battle with your kind's traditional enemies, the giants.

Prerequisites: Must follow a gnomish deity.

Benefit: In any given combat round, you may forego the +4 dodge bonus you normally enjoy against a giant opponent. This is done on your turn as a free action and the decision lasts the entire round. If you do this, you gain a +2 to hit and damage with any melee or ranged weapon attack you make against a giant.

On your turn, you can choose to regain your dodge bonus. This is also a free action and negates the +2 to hit and damage advantage of this feat immediately. You can only use this feat when you would benefit from your dodge bonus (i.e. you are not flat-footed or have lost your Dexterity bonus to Armour Class for any reason).

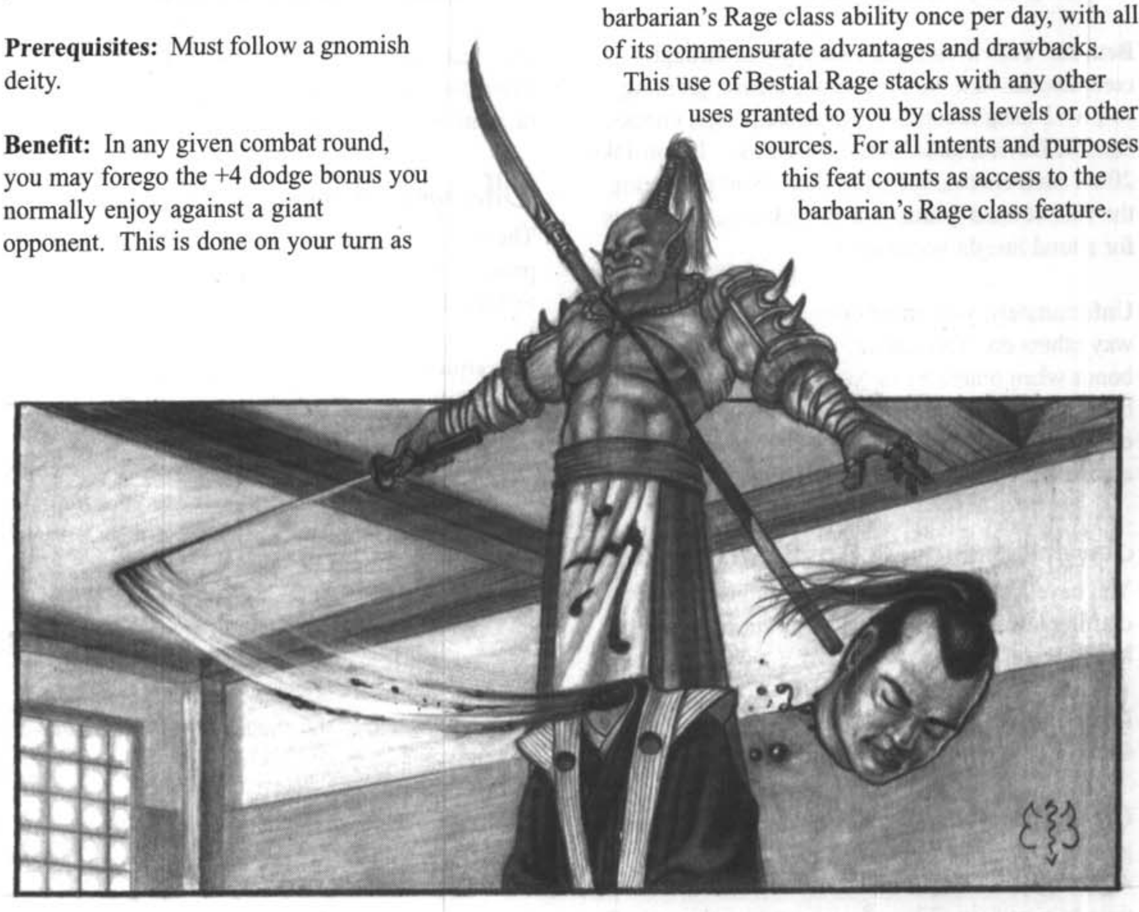
HALF-ORC FEATS

Half-orc feats are only available to half-orc characters.

Bestial Rage (General)

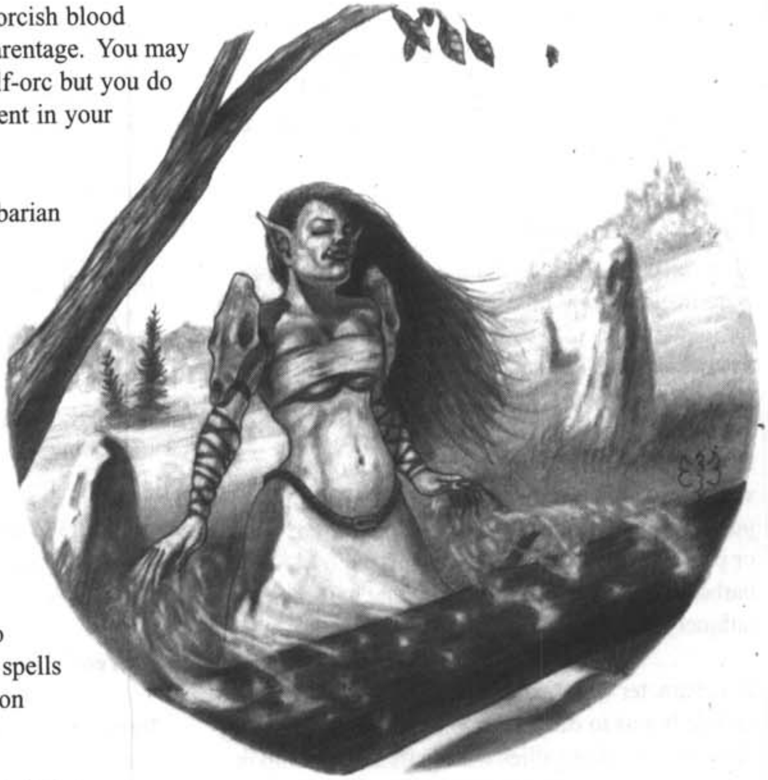
You have a berserker soul, the result of feral ancestry or perhaps the bitterness and fury that comes from being hated by both halves of your heritage.

Benefit: In times of great stress, you can give in to the rage burning within, gaining great strength and endurance from such a release. You may use the barbarian's Rage class ability once per day, with all of its commensurate advantages and drawbacks. This use of Bestial Rage stacks with any other uses granted to you by class levels or other sources. For all intents and purposes, this feat counts as access to the barbarian's Rage class feature.



Demure (General)

Something happened when your orcish blood mixed with that of your human parentage. You may have the typical physique of a half-orc but you do not have the usual violence inherent in your kind.



Prerequisites: May not have barbarian class levels.

Benefit: You might not be the most peaceful person in the world but you have a calmer, gentler soul than almost any other half-orc in existence. You do not suffer the -2 to Intelligence that your kind normally incurs. You still likely have some of the appearance of your race and the -2 to Charisma applies but you do not take it into account when calculating DCs or spells per day for magical ability based on Charisma.

On the downside, you do not really fit into any mold at all, which denies you any preferred class. Unless you keep your advancement carefully controlled, you will likely advance at a slower rate than your peers.

This feat can be used to simulate strange background elements, such as a half-orc child raised in a loving household or one with a nearly human appearance who has never suffered the prejudice most half-orcs grow up enduring.

Elven Hatred (General)

You share your orcish racial hatred of elves; this makes you a deadly and implacable foe against them.

Prerequisites: Favoured Enemy (elves) class feature.

Benefit: Your careful training, hunter's instincts, and burning hatred of elves grants you a greater bonus when fighting or dealing with them than a ranger would normally get from the Favored Enemy feature. Your bonus improves by +1 immediately and, whenever you would get to choose another Favored Enemy, you can opt to apply that bonus to Favored Enemy (elves) instead. These applied bonuses stack, which allows a half-orc ranger to develop an extremely high bonus against elves.

Grotesque (General)

Most half-orcs look like some cross between an ugly orc and their human parent. You more resemble a terrifying cross between an orc and an even uglier orc.

Prerequisites: Charisma 8 or less.

Benefit: Intimidate is always considered a class skill for you. When you make Intimidate checks, you may substitute your Strength modifier instead of Charisma. In fact, your countenance is so frightening that if you successfully intimidate an opponent with a roll of 10 or more, they are considered shaken for as long as you remain visible. If you succeed by 20 or more, your target is cowering instead.

Orcish Physique (General)

The orc blood in your veins carries the strength of your humanoid parentage. While your soul might be bright, your body is that of a brute.

Benefit: Your racial bonus to Strength improves from +2 to +4, but you are also subject to light sensitivity, as noted within the orc entry in the *Core Rulebook III.* Unless you choose to somehow express your heritage as a half-orc, most will immediately see you as a full blooded orc and treat you accordingly.

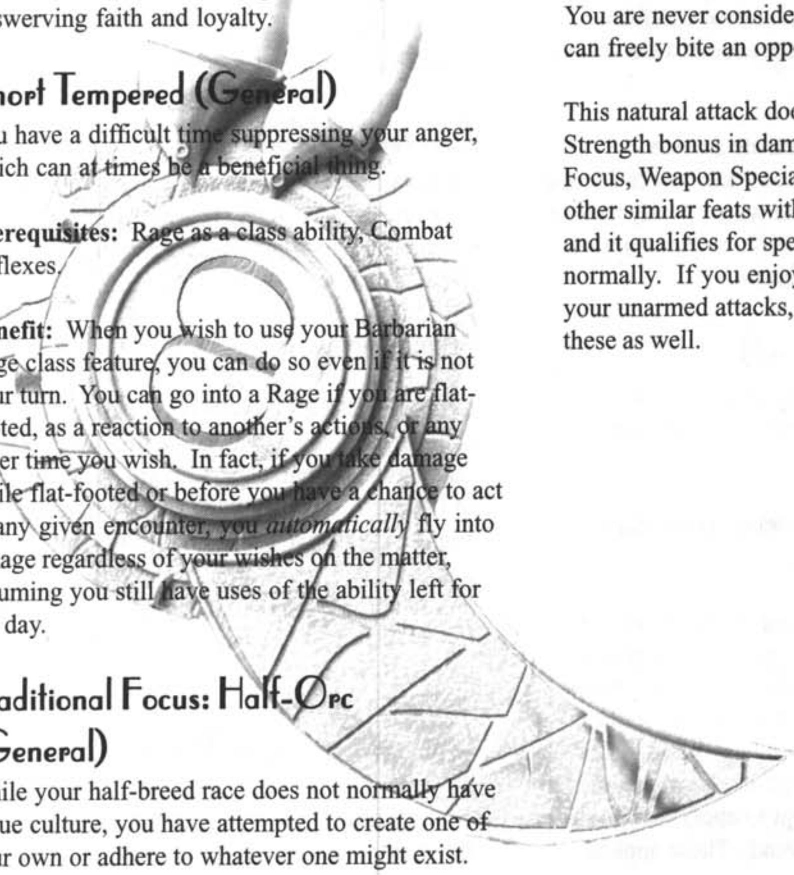
Pious (General)

Your devotion to a god, an ideal, or a higher calling is an inspiration to others.

Prerequisites: Must have at least one class level in cleric, druid, monk or Paladin.

Benefit: With a fiercely intense devotion to whatever you have chosen as your life's calling, you may choose one class from cleric, druid, monk, or paladin as your favored class instead of barbarian. This reflects the piety that half-orcs are uniquely capable of showing.

If a character with this feat ever directly grants a morale bonus to others through the use of a spell or class feature, those allies who share his worship or calling (Games Master's decision) gain an additional +1 from the example of the half-orc's unswerving faith and loyalty.



Short Tempered (General)

You have a difficult time suppressing your anger, which can at times be a beneficial thing.

Prerequisites: Rage as a class ability, Combat Reflexes.

Benefit: When you wish to use your Barbarian Rage class feature, you can do so even if it is not your turn. You can go into a Rage if you are flat-footed, as a reaction to another's actions, or any other time you wish. In fact, if you take damage while flat-footed or before you have a chance to act in any given encounter, you *automatically* fly into a Rage regardless of your wishes on the matter, assuming you still have uses of the ability left for the day.

Traditional Focus: Half-Orc (General)

While your half-breed race does not normally have a true culture, you have attempted to create one of your own or adhere to whatever one might exist. This determination serves you in good stead against the adversity you face simply because of what you are.

Prerequisites: Must follow a human god, an orcish god, or no god at all.

Benefit: Your strong-willed decision to be true to yourself grants you a +2 inherent bonus to Will saves made for any reason. This bonus stacks with Iron Will. In addition to this benefit, you also have a 15% chance to stabilize after going below 0 hit points due to your never-say-die attitude.

Normal: Dying characters only have a 10% chance of stabilizing.

Vicious Smile (General)

Your teeth are extremely long and sharp, allowing you to bite with them very effectively.

Prerequisites: Strength 13+, Dexterity 13+.

Benefit: You have the speed and strength to make your bite an effective and useful weapon. You are considered to have bite as a natural attack, though this does not give you an extra attack per round. You are never considered unarmed as long as you can freely bite an opponent.

This natural attack does 1d6 + 1½ times your Strength bonus in damage. You may take Weapon Focus, Weapon Specialisation, Weapon Finesse and other similar feats with your bite attack if you wish and it qualifies for spells such as *magic fang* normally. If you enjoy any bonuses that improve your unarmed attacks, your bite can benefit from these as well.

FEATS OF CREATION

Feats of Creation covers the diverse types of magic items that can be created, rules to influence their creation and ways for spellcasters to further enhance their options.

ITEM CREATION FEATS

An item creation feat lets a spellcaster create a magic item of a certain type. Regardless of the type of item, each item creation feat has certain features in common.

XP Cost: Power and energy that the spellcaster would normally have is expended when making a magic item. The experience point cost equals one-twenty-fifth the cost of the item in gold pieces. A character cannot spend so many experience points that he or she loses a level. However, on gaining enough experience points to achieve a new level, he can immediately expend experience points on creating an item rather than keeping the experience points to advance a level.

Raw Materials Cost: Creating a magic item requires costly components, most of which are consumed in the process. The cost of these materials equals half the cost of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

Time: The time to create a magic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost: Brew Potion, Craft Wand and Scribe Scroll create items that directly reproduce spell effects and whose power depends on their caster level. A spell from one of these items has the power it would have if cast by a spellcaster of that level. The price of these items (and thus the XP cost and the cost of the raw materials) depends on the caster level. The caster level must be high enough that the spellcaster creating the item can cast the spell at that level. To find the final price in each case, multiply the caster level by the spell level and then multiply the result by a constant:

Scrolls: Base price = spell level x caster level x 25 gp.
Potions: Base price = spell level x caster level x 50 gp.
Wands: Base price = spell level x caster level x 750 gp.

Extra Costs: Any potion, scroll, or wand that stores a spell with a costly material component or an experience point cost also carries a commensurate cost. For potions and scrolls, the creator must expend the material component or pay the experience points when creating the item. For a wand, the creator must expend fifty copies of the material component or pay fifty times the experience point cost.

PSIONIC ITEM CREATION FEATS

An item creation feat lets a psionic character create a psionic item of a certain type. Regardless of the type of item, each item creation feat has certain features in common.

XP Cost: Power and energy that the psionic character would normally have is expended when making a psionic item. The experience point cost normally equals one-twenty-fifth the cost of the item in gp. A psionic character cannot spend so many experience points that he or she loses a level. However, on gaining enough experience points to achieve a new level, he can immediately expend experience points on creating an item rather than keeping the experience points to advance a level.

Raw Materials Cost: Creating a psionic item requires costly components, most of which are consumed in the process. The cost of these materials normally equals half the cost of the item.

Using an item creation feat also requires access to a laboratory or psionic workshop, special tools, and so on. A psionic character generally has access to what he or she needs unless unusual circumstances apply (such as, he is traveling far from home).

Time: The time to create a psionic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost: Craft Dorje, Encode Stone and Scribe Tattoo create items that directly reproduce power effects and whose strength depends on manifester level. A power from one of these items has the strength it would have if manifested by a psionic character of that level. The base price of these items (and thus the base experience point cost and the base cost of the raw materials) depends on the manifester level and the power level imprinted into the item. The manifester level must be high enough that the psionic character creating the item can manifest the power at that level. To find the final price in each case, multiply the manifester level by the power's level and then multiply that figure by a cost in gold pieces noted in each specific feat.

Extra Costs: Any dorje, power stone, or psionic tattoo that stores a power with a costly material component or an experience point cost also carries a commensurate cost. For psionic tattoos and power stones, the psionic character must pay the experience point cost when creating the item. For a dorje, the psionic character must pay fifty times the experience point cost.

Some psionic items similarly incur extra costs in material components or experience points as noted in their descriptions.

Arcane Artisan (General)

You are skilled at creating magical items for magical experimentation.

Prerequisites: Int 13+, Craft skill.

Benefit: You gain a +2 circumstance bonus to all Craft checks when crafting an item to be enchanted and the cost to create the magical item is reduced by 10%.

Brew Potion (Item Creation)

You are able to brew potions, which contain spells within themselves. See *Core Rulebook II* for rules on potions.

Prerequisites: Spellcaster level 3rd+.

Benefit: The character can create a potion of any spell of 3rd level or lower that the character knows and that targets a creature or creatures. Brewing a potion takes 1 day. When the character creates a potion, the character sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the character's own level. The base price of a potion is its spell level multiplied by its caster level multiplied by 50 gp. To brew a potion, the character must spend one-twenty-fifth of this base price in experience points and use up raw materials costing half this base price.

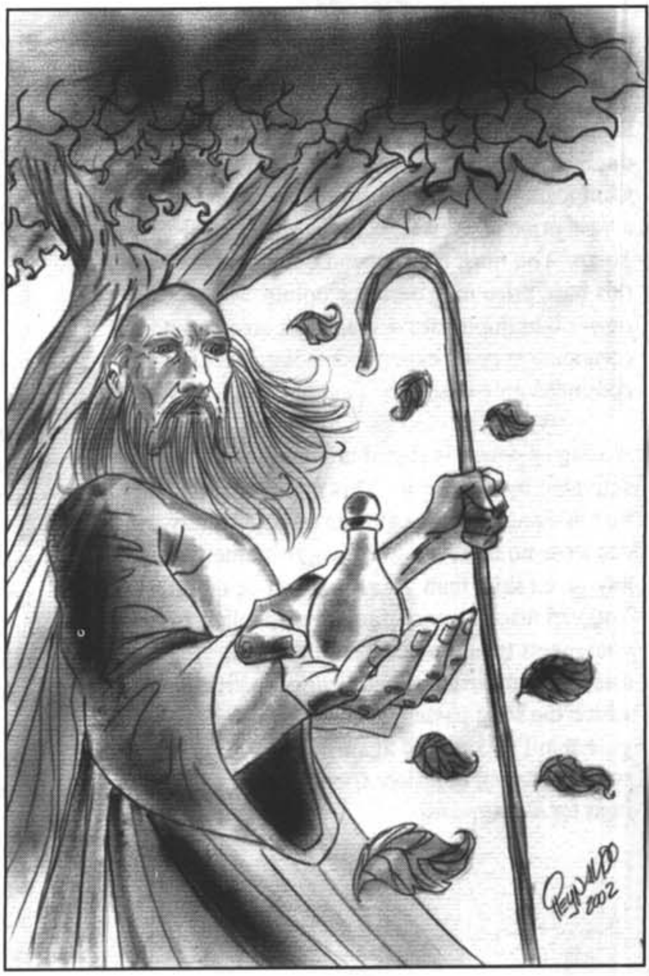
When the character creates a potion, the character makes any choices that the character would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component, or an experience point cost, also carries a commensurate cost. In addition to the costs derived from the base price, the character must expend the material component or pay the experience points when creating the potion.

Compose Song of Power (Item Creation)

You can write a song that duplicates a single magical spell.

Prerequisites: Spellcaster level 3rd+, Perform skill 8 ranks.



Benefit: You can compose a *song of power* that duplicates any single spell that you know. Composing a *song of power* takes one day. It has a base price of spell level times caster level times 50 gp. You must also expend one-twenty-fifth of this base price in experience points. Any *song of power* that duplicates a spell with costly material components or an experience point cost carries a commensurate cost to be paid by you.

A *song of power* is stored in your memory until activated by singing it. This is a standard action that does not provoke attacks of opportunity. You can have no more *songs of power* memorised at any given time than your Intelligence modifier. You can teach a *song of power* to another person who meets the prerequisites of this feat. Teaching a *song of power* takes one hour of instruction, after which the song passes from your memory to that of your pupil's, counting against his limit of *songs of power*. A *song of power* counts as a use-activated item for all purposes.

Craft Crystal Capacitor (Item Creation)

You are able to craft crystal capacitors that can store your power points.
Prerequisites: Manifester level 9th+.

Benefit: You can create a crystal capacitor that stores a number of power points equal to or less than your base power points for your highest manifester level. The nature of power point storage, at least in conjunction with this feat, allows a maximum of 17 power points to be stored in a single crystal capacitor. Moreover, a crystal capacitor's maximum is always an odd number. Note that during use, a crystal capacitor very often contains even numbers of power points, just not when fully charged.
Crafting a crystal capacitor takes one day for each 1,000 gp in its base price. The base price of a crystal capacitor is equal to the highest-level power it could manifest using all its stored power points, squared, multiplied by 1,000 gp. To encode a crystal capacitor, you must spend one-twenty-fifth of this base price in experience points and use up raw materials costing half this base price.

Craft Dorje (Item Creation)

You can create psionic dorje.
Prerequisites: Manifester level 5th+.

Benefit: You can create a dorje of any psionic power of 4th level or lower that you know. Crafting a dorje takes one day for each 1,000 gp in its base price. The base price of a dorje is its manifester level times the power level times 750 gp (treat 0th level powers as one-half level). To craft a dorje, you must spend one-twenty-fifth of this base price in experience points and use up raw materials costing half of this base price.

A newly created dorje has enough power points to manifest its primary power fifty times.

Any dorje that stores powers with an experience points cost also carries a commensurate cost. In addition to the cost derived from the base cost, you must pay fifty times the experience point cost.

Craft Magic Arms and Armour (Item Creation)

You are able to create magic armour, weapons and shields.

Prerequisites: Spellcaster level 5th+.

Benefit: You can create any magic weapon, armour, or shield for which you meet the prerequisites. Enhancing a weapon, suit of armour, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armour, or shield, the character must spend one-twenty-fifth of its features' total price in experience points and use up raw materials costing half of this total price.

The character can also mend a broken magic weapon, suit of armour, or shield if it is one that the character could make. Doing so costs half the experience points, half the raw materials, and half the time it would take to enchant that item in the first place.

The weapon, armour, or shield to be enhanced must be a masterwork item that the character must provide. (Its cost is not included in the above cost.)

Craft Magic Tattoo (Item Creation)

You can create magical tattoos that duplicate the effects of a single spell.

Prerequisites: Spellcaster level 9th+, Craft (artist) skill.

Benefit: You can apply your magic and artistry together to create a magic tattoo. The tattoo is created to emulate the effects of a single spell as if it were a spell-like ability. The base price for a tattoo of this nature is spell level times caster level times 400 gp. Crafting a magic tattoo takes one day for each 1,000 gp of its base price. To craft a magic tattoo, you and the recipient must each spend one-twenty-fifth of its base price in experience points . The creator must also use up raw materials costing half of the base price.

Special: The power of the tattoo can only be used once each day. The caster level is based on the lowest caster level needed to cast the spell. If two or more magic tattoos are attempted on the same body (regardless of size), the magics will disrupt each other (e.g. you may never have more than one magic tattoo). A magic tattoo can be removed using a *remove curse* cast at one level higher than the spell level of the spell effect granted by the tattoo (using Heighten Spell or a similar method). The act of casting *remove curse* only takes away the magic. The tattoo itself remains until removed through mundane methods. The tattoo is treated as a miscellaneous magic item for all other intents and purposes.

Craft Psionic Arms and Armour (Item Creation)

You are able to craft weapons and armour enhanced with psionic powers.

Prerequisites: Manifester level 5th+.

Benefit: You can create any psionic weapon, armour, or shield for which you meet the prerequisites. Enhancing a weapon, suit of armour, or shield takes one day for each 1,000 gp in the price of its psionic features. To enhance a weapon, suit of armour, or shield, you must spend one-twenty-fifth of its features' total price in experience points and use up raw materials costing half of this total price.

You can also mend a broken psionic weapon, suit of armour, or shield if it is one that you could make. Doing so costs half the experience points, half the raw materials and half the time it would take to empower that item in the first place.

The weapon, armour, or shield to be enhanced must be a masterwork item that you must provide. (Its cost is not included in the above cost.)

Craft Rod (Item Creation)

You are able to create magic rods with varied magical spells and effects.

Prerequisites: Spellcaster level 9th+.

Benefit: You can create any rod for which you meet the prerequisites. Crafting a rod takes 1 day for each 1,000 gp in its base price. To craft a rod, the character must spend one-twenty-fifth of its base price in experience points and use up raw materials costing half of its base price.

Some rods incur extra costs in material components or experience points as noted in their

descriptions. These costs are in addition to those derived from the rod's base price.

Craft Staff (Item Creation)

You are able to create magic staves, which can have multiple magical effects.

Prerequisites: Spellcaster level 12th+.

Benefit: You can create any staff for which you meet the prerequisites. Crafting a staff takes 1 day for each 1,000 gp in its base price. To craft a staff, the character must spend one-twenty-fifth of its base price in experience points and use up raw materials costing half of its base price.

A newly-created staff has 50 charges.

Some staffs incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

Craft Universal Item (Item Creation)

You are able to create miscellaneous psionic items.

Prerequisites: Manifester level 3rd+.

Benefit: You can create any miscellaneous psionic item for which you meet the prerequisites. Crafting a miscellaneous psionic item takes one day for each 1,000 gp in its price. To empower a miscellaneous psionic item, the psionic character must spend one-twenty-fifth of the item's base price in experience points and use up raw materials costing half of this price.

You can also mend a broken universal item if it is one that you could make. Doing so costs half the experience points, half the raw materials and half the time it would take to empower that item in the first place.

Some universal items incur extra costs in materials components or experience points as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or mend a broken one.

Craft Wand (Item Creation)

You can create magic wands, which contain spells (see *Core Rulebook II* for details on wands).

Prerequisites: Spellcaster level 5th+.

Benefit: The character can create a wand of any spell of 4th level or lower that the character knows. Crafting a wand takes 1 day for each 1,000 gp in its base price. The base price of a wand is its caster level multiplied by the spell level multiplied by 750 gp. To craft a wand, the character must spend one-twenty-fifth of its base price in experience points and use up raw materials costing half of this base price.

A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an experience points cost also carries a commensurate cost. In addition to the cost derived from the base cost, the character must expend fifty copies of the material component or pay fifty times the experience points cost.

Craft Wondrous Item (Item Creation)

You are able to create miscellaneous magical items, such as *brooms of flying* or *boots of elvenkind* (see *Core Rulebook II* for details on miscellaneous magical items).

Prerequisites: Spellcaster level 3rd+.

Benefit: The character can create any miscellaneous magic item for which the character meets the prerequisites. Enchanting a miscellaneous magic item takes 1 day for each 1,000 gp in its price. To enchant a miscellaneous magic item, the spellcaster must spend one-twenty-fifth of the item's base price in experience points and use up raw materials costing half of this price.

The character can also mend a broken miscellaneous magic item if it is one that the character could make. Doing so costs half the experience points , half the raw materials and half the time it would take to enchant that item in the first place.

Some wondrous items incur extra costs in material components or experience points as noted in their descriptions. These costs are in addition to those derived from the item's base price. The character must pay such a cost to create an item or to mend a broken one.

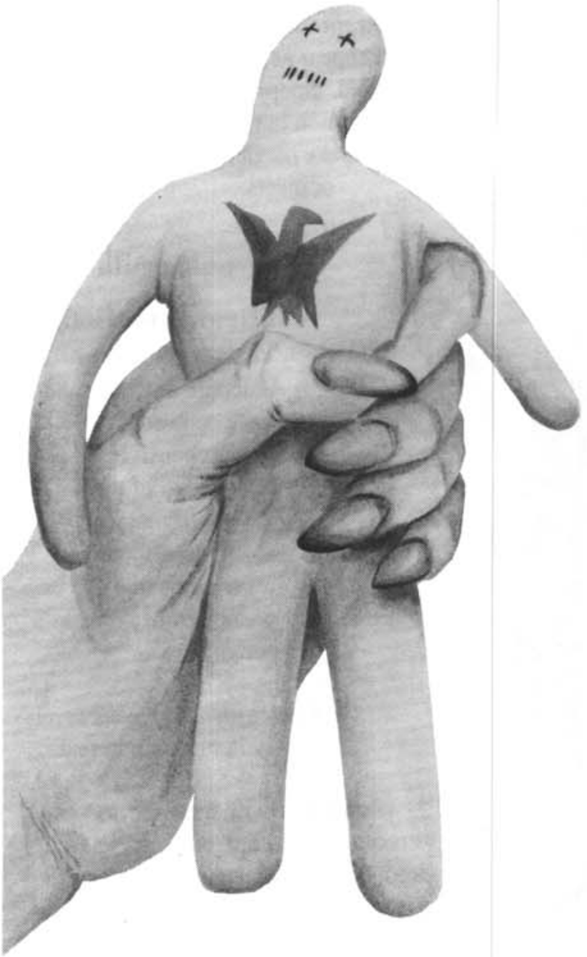
Create Manikin (Item Creation)

You can create a manikin – a small representation of a living person – through which you can direct spells that affect the person the manikin represents.

Prerequisites: Spellcaster level 12th+.

Benefit: A manikin serves as the focus for the transmission of spells against a target not currently within the spell's range. To use it, you must collect objects and items connected to the person you wish the manikin to represent. These items must be either parts of the person (hair, teeth, nails, etc.) or something they have worn or held for many years. These objects and items are then placed into a tiny effigy that takes one day to grow for each level of the person the manikin represents, as well as 2,000 gp for each level. Once created, activating the manikin costs one-twenty-fifth of this cost in experience points.

A newly-created manikin is good for ten uses, after which it becomes useless. The manikin can be reactivated by spending half its cost in gold pieces and experience points. Doing so takes half the time it took to create it, during which the creator must meditate upon it and visualise the person in whose image it has been made. Afterward, the manikin is again active and possesses ten more uses.



Any spell may be cast upon an active manikin. Provided the target is on the same plane as the manikin and is not protected by spells such as *antimagic field* or the like, he undergoes the full effects of the spell cast upon the manikin. Of course, the person gets the usual saving throw and spell resistance checks to avoid the spell's effects. Any spell cast on the manikin that would normally have an area of effect greater than a single target is limited to affecting only the person in whose image the manikin is made. Thus, a *fireball* cast upon the manikin would deal damage only against the person and not anyone who would normally be within the area of effect of the *fireball*.

The manikin is a magical item and appears as such under *detect magic* and similar spells. It is unaffected by the spells cast upon it. However, it is susceptible to damage by spells and physical attacks directed at it by others, including the caster's allies. For this purpose, the manikin is considered to have 0 hardness and 5 hit points.

Special: The secret of manikin creation is rare, and often limited to secretive cults and religions. The Games Master may wish to restrict this feat to characters who have made friendly contacts with these groups.

Create Wondrous Creature (Item Creation)

You know how to create aberrations, beasts, magical beasts, monstrous humanoids and plants.

Prerequisites: Knowledge (arcana) or Knowledge (psionics), Knowledge (nature), Spellcaster level 5th+ or Manifester level 5th+.

Benefit: You can create any aberration, beast, magical beast, monstrous humanoid, or plant for which you meet the prerequisites. The creature created is not necessarily under your control. To create a creature you need access to a lab, similar to an alchemist's lab, of at least 500 gp value. The creation of a creature involves taking a similar creature or creature(s) and subjecting them to various spells and grafting techniques. There is a chance the experiment will be a failure. To create a creature you must succeed both a Knowledge (arcana) or Knowledge (psionics) and a Knowledge (nature) check (DC 20 + CR of attempted creature). You may not Take 10 on these rolls. However, you get a +1 circumstance bonus for every attempt at a specific creature you have previously made, whether successful or not. If both Knowledge skill checks are failed, the creature dies a horrible death. If one Knowledge skill check fails and one Knowledge skill check succeeds, the resulting creation is horribly deformed in some way and is hostile towards you.

The base price of a creature is the challenge rating squared times 1,000 gp (CR x CR x 1,000 gp). Creating a creature takes 1 day for every 1,000 gp in its base price. To create a creature, you must spend one-twenty-fifth of its base price in experience points and use up raw materials costing half of its base price.

The minimum caster level for creating a creature is times the Challenge Rating of the intended creature. The appropriate spells must be used in order to add extraordinary (Ex), spell-like (Sp), and/or supernatural (Su) abilities.

Special: If a *charm monster* spell is cast every day of the creation process, a successfully created creature will be in permanent servitude to you. If a *limited wish* is used in the creation process a successfully created creature will be in permanent servitude to you and will even follow a life goal, determined by you, after you have died. If a *wish* is used in the creation process, a successfully created creature and its descendants will follow a life goal, determined by you, even after you have died.

Culinary Ashe (Item Creation)

The feat is sometimes called 'upside-down cooking'. It is the ability to trap magical powers within common food items. The enchanted foods are magically protected from spoilage and retain their magic indefinitely until used.

Prerequisites: Ability to cast divine spells, caster level 3rd+.

Benefit: This feat functions exactly like Brew Potion, except the caster can make the potion appear as any sort of food desired. Soups and stews are the most common but it can also be used to make magical breads, cheeses, or meats.

Dragonsmith (Item Creation)

You are a master of draconic anatomy and have acquired a comprehensive knowledge of the variety of magical weapons, armour and other items that can be created from a dragon's body.

Prerequisites: Caster level 3rd+, any Item Creation feat.

Benefit: If you have access to a recently slain dragon, you can produce magical items for 25% less than the standard gp cost for creating the item. In addition, you gain a +2 competence bonus to any Craft checks necessary to complete the item. However, if a dragon is aware of your chosen craft, it immediately treats you as hostile.

Encode Stone (Item Creation)

You are able to create psionic power stones.

Prerequisites: Manifester level 1st+.

Benefit: You can create a power stone of any power that you know. Encoding a power stone takes one day for each 1,000 gp in its base price. The base price of a power stone is the level of the stored psionic power times its manifester level times 25 gp (treat a 0th level power as one-half level). To encode a power stone, you must spend one-twenty-fifth of this base price in experience points and use up raw materials costing half of this base price.

Any power stone that stores a psionic power with an experience points cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the experience points when encoding the stone.

Fast Item Creation (Item Creation)

Your skill at crafting magical items is such that you can create them far faster than other crafters.

Prerequisites: Ability to cast 4th level divine or arcane spells.

Benefit: You increase the daily rate at which you create magical items by 1000 gp.

Normal: All spellcasters normally create items at the rate of 1000 gp per day.

Special: This feat can be taken several times and stacks with itself. Each time it is chosen, add 1000 gp to the value of magical items the character can create in a day. Thus, items take half the usual time with one feat's worth of Fast Item Creation, one-third the usual time with two, and so on.

Forge Ring (Item Creation)

You are able to create magic rings, which can have varied effects (see *Core Rulebook II* for details on magical rings).

Prerequisites: Spellcaster level 12th+.

Benefit: You can create any ring for which you meet the prerequisites. Crafting a ring takes one day for each 1,000 gp in its base price. To craft a ring, you must spend one-twenty-fifth of its base price in experience points and use up raw materials costing half of its base price.

The character can also mend a broken ring if it is a ring that the character could make. Doing so costs half the experience points, half the raw materials and half the time it would take to craft that ring in the first place.

Some magic rings incur extra costs in material components or experience points as noted in their descriptions.

Scribe Scroll (Item Creation)

You are able to scribe spells onto scrolls from which you or another spellcaster can cast. See *Core Rulebook II* for the rules on scrolls.

Prerequisites: Spellcaster level 1st+.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 1 day for each 1,000 gp in its base price. The base price of a

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scroll is its spell level multiplied by its caster level multiplied by 25 gp. To scribe a scroll, you must spend one-twenty-fifth of this base price in experience points and use up raw materials costing half of this base price.

Any scroll that stores a spell with a costly material component or an experience points cost also carries a commensurate cost. In addition to the costs derived from the base price, you must also expend the material component or pay the experience points when scribing the scroll.

Scribe Tattoo (Item Creation)

You are able to create psionic tatoos of your psionic powers.

Prerequisites: Manifester level 3rd+.

Benefit: You can create a psionic tattoo of any psionic power of 3rd level or lower that you know and that targets a creature or creatures (see Special, below). Scribing a psionic tattoo takes one day. When you create a psionic tattoo, you set the manifester level. The manifester level must be sufficient to manifest the power in question and no higher than your own level. The base price of a psionic tattoo is its power level multiplied by its manifester level multiplied by 50 gp (inscribing a 0th level power costs 25 gp). To scribe a tattoo, you must spend one-twenty-fifth of this base price in experience points and use up raw materials (special inks, masterwork needles, and so on) costing half of this base price.

When you create a psionic tattoo, you make any choices that you would normally make when manifesting the power. When its wearer physically activates the tattoo, the wearer is the target of the power.

Any psionic tattoo that stores a power with an experience points cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the experience points when creating the tattoo.

Special: All Psychometabolism powers are an exception to the target criteria and may be scribed into a tattoo despite the fact they are personal powers.

Self Item (Item Creation)

You may create items with powers linked to you.

Prerequisites: One or more of the following: Craft Magic Arms and Armour, Craft Rod, Craft Wondrous Item, Forge Ring.

Benefit: A magic item created with one of the prerequisite feats can be made as a Self Item. In this case, the experience points cost for the item is reduced by 25% (round down) but the item will work only for its creator. If somebody other than the item's creator attempts use it, the item is completely inert. If the item is ever destroyed, the creator will lose experience points equal to full, normal experience points cost to make the item; this can cause the creator to lose a level of experience. Charged items cannot be made using this feat.

Tap Item (Item Creation)

You may draw upon the power of other magic items to create new items.

Prerequisites: One or more of the following: Craft Magic Arms and Armour, Craft Rod, Craft Wondrous Item, Forge Ring.

Benefit: When creating a new magic item using one of the prerequisite feats, you may draw up to half of the XP cost from another, existing item of the same type. The item from which the energy is taken is destroyed in the process. The item tapped cannot be cursed and this feat has no effect on minor or major artefacts. The amount of XP that can be drawn from any item is equal to half of the XP that would be necessary to create that item. If an item has charges, its original XP value is reduced by the fraction of charges used.

Tinker (General)

You are a master of creating items and tools from scavenged pieces of scrap material. You improvise tools and rely on estimates and eyeballed measurements when crafting objects.

Benefit: When making a Craft skill check, you do not suffer the -2 circumstance penalty for using improvised tools. Furthermore, you may construct any item with a Craft check DC of 12 or less in 1d6 hours. However, such items are very crude and cause a -2 circumstance bonus to any die roll (including attack and damage rolls) that involves their use. Furthermore, such items always have no monetary value, owing to their extremely crude workmanship.

Special: You must choose a single Craft skill to apply this feat to when you select it. Thus, a character with the Craft (weaponsmith) and Craft (armoursmith) skills who chooses the Tinker feat must choose Tinker (weaponsmith) or Tinker (armoursmith) when he selects the Tinker feat. You do not need to choose a Craft skill that you have any ranks in.

Transference (Item Creation)

Allows a spellcaster to draw from the life force of another while using item creation feats.

Prerequisites: Any Item Creation feat.

Benefit: While touching another creature, use their XPs to fuel an item creation feat instead of your own.

Special: The creature touched must be a willing subject with an Intelligence of 3 or greater. Any magic used to control the creature will cause the effort to fail.

Note: Under no circumstances can another creature ever be forced (even through a *wish* spell) to succumb to the effects of this feat. It must be a voluntary action.

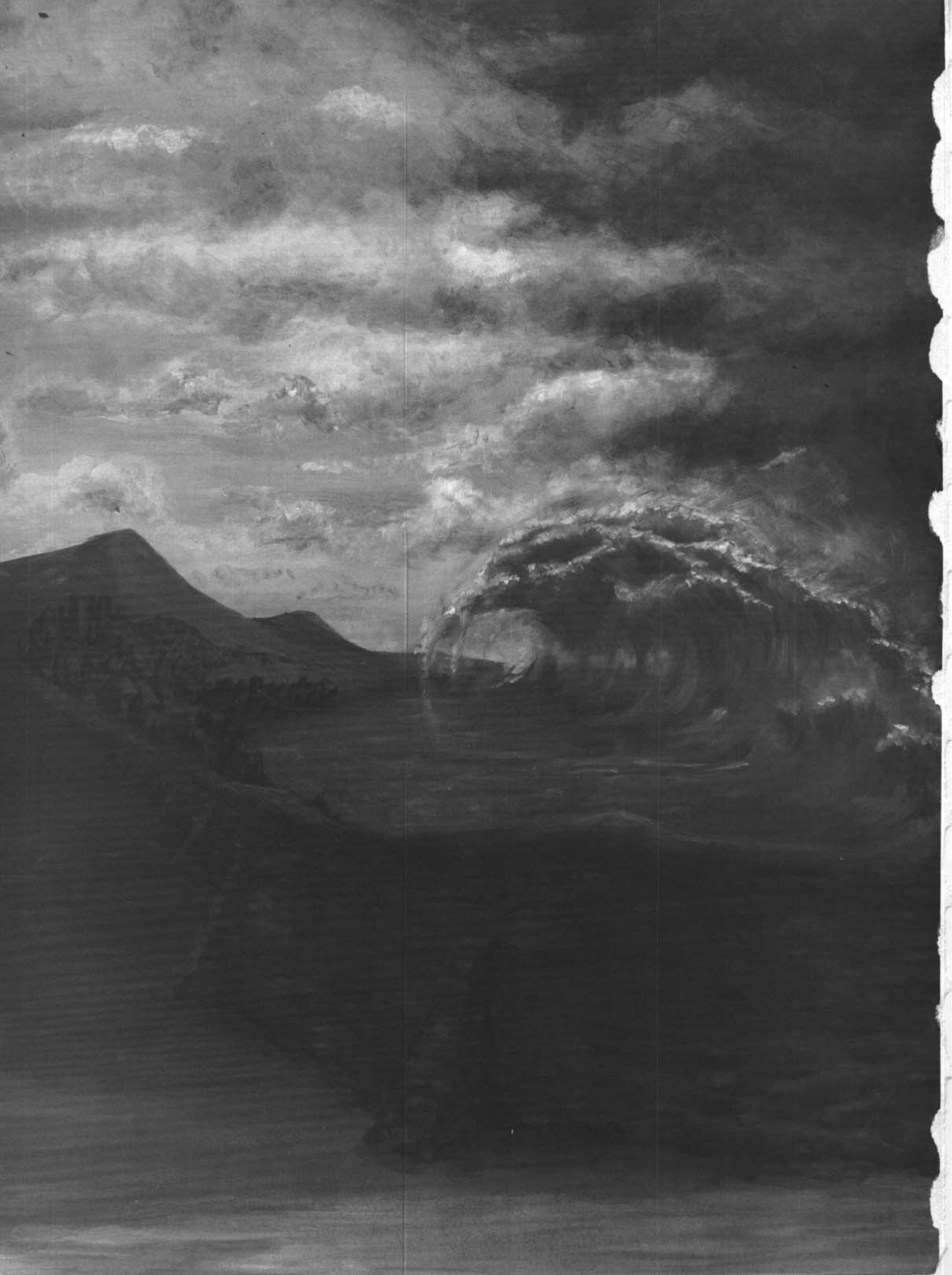
Ward (Item Creation)

Stores a spell in an object so that it triggers like a trap.

Benefit: You create a magical trap, following the rules in *Core rulebook II*. The cost of a first level trap created by a 1st level caster is 50 gp for one-use trap, 150 gp for a trap that recharges but only works once a day, and 500 for a trap that operates repeatedly or continually. As usual, multiply these costs by the spell level and caster level for more powerful traps. As with most item creation feats, the experience points cost is one-twenty-fifth of the base cost, creation takes one day of work for every 1,000 gp base price and the cost in materials is half the base price of the enchantment.

Special: You must define the triggering circumstance and how the spell is to be cast when creating the ward. The ward can only react to simple events within 5 feet per caster level in a programmed fashion. It cannot react to how and why an action is done. A ward with a continual detect spell (such as *detect evil*) can be used as a trigger for a second ward. Common trigger events include 'after five days', 'when the door opens' or 'when a creature of size small or larger moves across'. You can have up to three triggers. You can set the ward to ignore certain species or specific creatures, give it a password, or provide other means of bypassing it safely.

Note: The ward is imbued in an object, and destroying that object destroys the ward. To counter this, a common trigger is 'if the ward is destroyed'. Spellcasters usually pick sturdy objects, such as statues or wall carvings, to hold wards. The Games Master must watch out for 'traps' that repeatedly cast beneficial spells such as *cure light wounds*. An altar could indeed be enchanted so that it repeatedly heals those praying at it, but it would typically only heal each petitioner once per day. It can not distinguish the faithful, but it can distinguish people by clothing or other gear (such as holy symbols) or by a prayer they recite.



FEATS OF THE DIVINE

Feats of the Divine presents those feats specifically intended for selection by the practitioners of divine magic: clerics, druids and paladins. It includes those metamagic feats solely usable by casters of divine magic, and paladin feats not relating to combat, or solely usable by a paladin.

Feats with the (Divine) designation require the character to be able to turn or rebuke undead in order to take the feat.

Additional Domain (General)

A cleric gains the use of an additional domain.

Prerequisites: Knowledge (religion) 8 ranks.

Benefit: You acquire one additional domain from your deity, for the purpose of domain spells only.

Special: This feat can be taken several times for additional domains. It does not stack; each time it is chosen, you get to pick a new domain from those available to your religion.

Note: Remember that you do not gain any additional domain spells, so what you gain is more spells to share the single domain spell slot and a domain power.

Channel Against Outsiders (Divine)

You can turn or rebuke one type of outsider.

Prerequisites: Extra Turning.

Benefit: Select one group of outsiders (such as fire elementals, slaadi or devils) that are either hostile to your faith/alignment (for turning) or associated with your faith / alignment (for rebuking). You can channel divine energy against this type of outsider to turn or rebuke them as if they were undead of twice their Hit Dice. When turning outsiders, those whose modified Hit Dice are half your turning level or less are dismissed to their home plane rather than destroyed.

Special: On their home plane, you turn or rebuke these outsiders as undead of four times their Hit Dice, but there, they really can be destroyed instead of merely dismissed. This feat can be taken several times. It does not stack. Each time, you may choose a new type of outsider to turn or rebuke.

Note: A cleric that turns undead also turns outsiders, and a cleric that rebukes undead also rebukes outsiders. You must select appropriate groups of outsiders depending on whether you turn or rebuke.

Chosen by the Gods (Special)

You have a rare talent for a paladin and are able to apply yourself to many things at once.

Prerequisites: Paladin level 1+.

Benefit: You may increase your level as paladin after taking levels of another character class, so long as your paladin level remains within two levels of all your other character classes (excluding prestige classes). In addition, you gain paladin as a favoured character class (in addition to any other favoured character classes you may already have).

Divine Armour (Divine)

You can channel energy to enhance your body or armour.

Prerequisites: Cha 13+, Divine Vigor, Extra Turning.

Benefit: By spending one of your turn or rebuke undead attempts, your armour or body gains a sacred (if you channel positive energy) or profane (if you channel negative energy) bonus to Armour Class equal to your Charisma bonus for a number of rounds equal to your Charisma bonus. When active, your armour or body glows with divine light (or a profane aura) in a radius of 5 feet. The bonus provided by Divine Armour is fully effective against incorporeal creatures.

Divine Armour of the Soul (Divine)

You can channel energy to defend yourself against life-draining attacks.

Prerequisites: Cha 13+, Divine Ghost Armour, Extra Turning.

Benefit: By spending one of your turn or rebuke undead attempts, you become immune to the ability-draining and level-draining attacks of the

undead for a number of rounds equal to your Charisma bonus.

Divine Dispel (Divine)

You can negate magic through turning.

Prerequisites: Extra Turning.

Benefit: You can dispel or counter a magic spell by making a turning check as if turning an undead creature of the opposing spellcaster's level. You can only dispel spells with the Evil descriptor (if you turn undead) or the Good descriptor (if you rebuke undead). A spell that is dispelled as it is being cast has no effect whatsoever; otherwise, it ends as if its duration had run out. This power cannot affect spells that are immune to *dispel magic*.

Special: Each attempt to use Divine Dispel uses up one of your turn or rebuke attempts for the day.

Note: If your religion is strongly opposed to law or chaos, your Games Master may allow you to channel energy against spells with the lawful or chaotic descriptor instead, and other types of Divine Dispel are certainly possible as well for certain religions.

Divine Fist (Divine)

You can channel energy to increase the damage you deal in unarmed combat.

Prerequisites: Cha 13+, Improved Unarmed Strike.

Benefit: By spending one of your turn or rebuke attempts per day, you can add your Charisma bonus to your damage rolls on successful unarmed attacks for a number of rounds equal to your Charisma bonus.

Special: Divine Fist is equivalent to Divine Might, allowing you to later learn feats that included Divine Might as a prerequisite, though you are then restricted to using these feats with unarmed strikes only.

Divine Flame (Divine)

You can channel energy to sheath your weapon with sacred or profane flame.

Prerequisites: Cha 13+.

Benefit: By spending one of your turn or rebuke undead attempts, you can sheath your weapon with sacred or profane flame. If you channel positive energy, your weapon is sheathed in white flames that inflict +1d6 points of sacred damage against evil opponents for a number of rounds equal to your charisma bonus. If you channel negative energy, you weapon is sheathed in black flames that inflict +1d6 points of profane damage against good opponents instead. These flames do not give off heat or ignite flammable objects, though sacred flames give off light equal to a torch. The sacred or profane damage inflicted by Divine Flame is unaffected by *protection from elements* and similar spells.

Divine Fury (Divine)

You can channel positive energy to ignore the damage-reducing capabilities of undead opponents.

Prerequisites: Divine Vengeance.

Benefit: By spending one of your turn undead attempts, you can ignore the Damage Reduction of all undead opponents for a number of rounds equal to your Charisma modifier.

Divine Ghost Armour (Divine)

You can channel energy to enhance your armour against incorporeal attacks.

Prerequisites: Cha 13+, Extra Turning.

Benefit: This feat can only be used when wearing armour. By spending one turn or rebuke undead attempt, your armour gains the ghost touch special ability. This allows you to apply your armour bonus against incorporeal attacks. The duration of the ghost touch protection is limited to a number of rounds equal to your Charisma bonus.

Divine Ghost Weapon (Divine)

You can channel energy into your weapon, allowing it to effectively strike incorporeal creatures.

Prerequisites: Cha 13+, Divine Might.

Benefit: By spending one of your turn or rebuke undead attempts, your weapon can be used to attack incorporeal opponents as if it had the ghost touch power, negating an incorporeal creatures ability to ignore 50% of successful attacks from a corporeal source. Though you do not gain a bonus on attack or damage rolls with this feat, you can also negate the damage reduction of incorporeal or undead opponents as if wielding a +1 magic weapon. The bonuses provided by this feat last for a number of rounds equal to your Charisma bonus.

Divine Gift (General)

Allows anyone to cast 0th level divine spells.

Prerequisites: Wisdom 13+, Knowledge (religion).

Benefit: Grants any individual the ability to know/understand up to their Wisdom modifier's of orisons (0th level divine spells granted by the character's deity). The character can use his selection of orisons by preparing and using one per day. Anyone trying to cast a spell (even though it is just 0th level) must meet all of the requirements and suffer all of the penalties associated with the use of divine magics.

Special: This feat may be taken multiple times; however, no additional orisons can ever be learned (past the individual's Wisdom modifier). Each additional time this feat is taken, the caster may prepare one additional orison per day. The total maximum number of orisons that can be cast in a single day (regardless of the number of times this feat is taken), is also limited to the caster's Wisdom modifier.

Divine Impact (Divine)

You can channel energy to strike your foe with a melee weapon as if making a touch attack.

Prerequisites: Cha 13+, Str 13+, Divine Might, Power Attack, base attack bonus +3 or higher.

Benefit: By spending one of your turn or rebuke attempts per day, you can resolve your next melee attack as a touch attack, ignoring any benefit to your opponent's Armour Class provided by armour, shield or natural armour. Once you have channeled energy for this feat, you must make this attack within a number of rounds equal to your Charisma bonus. Like all divine feats, activating Divine Impact requires a standard action.

Divine Sight (Divine)

You can channel energy to increase your sight and pierce illusions.

Prerequisites: Cha 13+.

Benefit: By spending one of your turn or rebuke undead attempts, you gain a +2 enhancement bonus on Spot and Search checks and a +2 sacred bonus on Will saves against illusion effects for a number of minutes equal to your charisma modifier.

Divine Weapon (Divine)

You can channel energy to provide an enhancement bonus to your weapon.

Prerequisites: Cha 13+, Str 13+, Power Attack, Divine Might, base attack bonus +3 or higher.

Benefit: Spend two of your turn/rebuke undead attempts to channel energy into your weapon, granting it a bonus on attack and damage rolls equal to your Charisma bonus for a number of rounds equal to your Charisma bonus.

Divine Wrath (Divine)

You are able to infuse your melee attacks with divine energy, enabling you to deal additional damage to outsiders.

Prerequisites: Ability to turn/rebuke outsider.

Benefit: If you channel positive energy, you can use one of your turn outsider attempts to add 2d6 points of divine damage against evil outsiders on every successful melee attack until the end of your next action. If you channel negative energy, you inflict 2d6 points of profane damage against good outsiders instead.

Domain Focus (General)

Your domain spells are especially potent.

Benefit: Add +2 to the DC for all saving throws against spells that appear on your domain spell list.

Special: This feat is virtually equivalent to (and does not stack with) Spell Focus for determining other feat and prestige class prerequisites.

Domain Mastery (General)

You can spontaneously cast domain spells.

Prerequisites: Expanded Domains, ability to substitute other spells for *cure/inflict* spells.

Benefit: You can substitute your prepared cleric spells for any spell from any of your clerical domains, just as if they were *cure/inflict* spells.

Eerie Presence (General)

You have an air of strangeness around you that disquiets your opponents (and your friends).

Prerequisites: Cha 15+, Intimidate skill, ability to cast 1st level divine spells.

Benefit: Anyone attacking you in melee range must succeed in a Will save (DC 10 + half your level, rounding up) or suffer a –1 morale penalty to his attack and damage rolls for the rest of the encounter. This is a supernatural ability and does not affect constructs, undead and other creatures immune to fear effects.

Special: You also suffer a –2 penalty to any check that involves social interaction.

Enhanced Turning (Divine)

Some clerics have mastered the art of channelling divine power in such a way that they are able to turn more, or greater, undead.

Prerequisites: Cha 13+, Extra Turning.

Benefit: When using this feat, roll 3d6 + your cleric level + Charisma modifier when determining your turning damage.

Expanded Domains (General)

You can memorise domain-specific spells as if they were general cleric spells.

Prerequisites: Ability to cast clerical spells and domain spells.

Benefit: You can prepare domain spells from all of your chosen domains in your clerical spell slots. You may still only prepare domain spells in your domain spell slots.

Notes: If you wish, you can still substitute domain spells memorised in regular spell slots for cure wounds spells.

Extra Companions (General)

You have more animal and beast companions than normal for your casting level.

Prerequisites: The ability to cast *animal friendship*

Benefit: The total hit dice of creatures you can have befriended using a *friendship* spell is increased by 4 hit dice. This does not increase the maximum hit dice for any one creature you have befriended. This is still limited to twice your casting level but added together, the total hit dice of all creatures, can now exceed this level by 4 hit dice.

Normal: The total hit dice of creatures you can befriend is equal to twice your casting level for the *friendship* spell

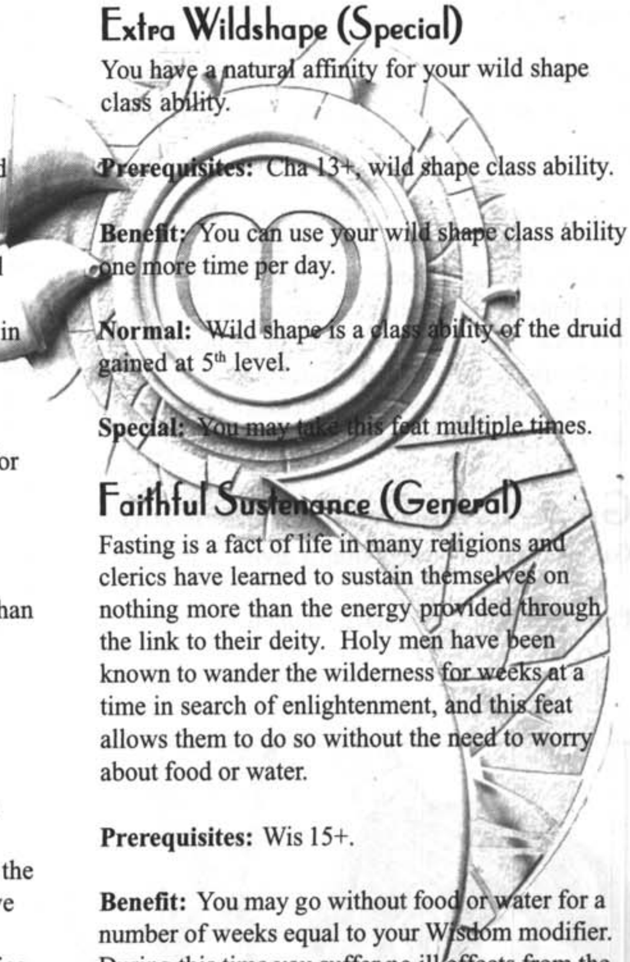
Special: If you take this feat at 1st level, you can start the game with an extra 4 hit dice of animal companions. This feat can be taken multiple times. Each purchase increases the total number of hit dice of creatures you can have befriended by 4 hit dice.

Extra Turning (Divine)

You may turn undead more times per day than normal.

Benefit: Allows a character to turn undead four more times per day than normal.

Special: A character can take this feat multiple times, gaining four extra daily turning attempts each time.



Extra Wildshape (Special)

You have a natural affinity for your wild shape class ability.

Prerequisites: Cha 13+, wild shape class ability.

Benefit: You can use your wild shape class ability one more time per day.

Normal: Wild shape is a class ability of the druid gained at 5th level.

Special: You may take this feat multiple times.

Faithful Sustenance (General)

Fasting is a fact of life in many religions and clerics have learned to sustain themselves on nothing more than the energy provided through the link to their deity. Holy men have been known to wander the wilderness for weeks at a time in search of enlightenment, and this feat allows them to do so without the need to worry about food or water.

Prerequisites: Wis 15+.

Benefit: You may go without food or water for a number of weeks equal to your Wisdom modifier. During this time you suffer no ill effects from the lack of meat and drink but must pray or otherwise make faithful observances four times each day. Each observance or prayer requires an hour in order for you to renew your connection to your god. At the start of each day that this feat is in use, you must expend one turning attempt to fuel your body for the coming day.

Generation Casting (Metamagic)

You create spell effects that travel down the generations, inflicting generation after generation with the same maladies and benefits.

Prerequisites: Knowledge (nature) 10 ranks, two other metamagic feats

Benefits: The spell prepared or cast using this feat is so potent that its effects are passed on down the generations. If the duration of the spell is still in effect when one of its targets parents a child, the child is automatically effected by the spell as though he or she were originally in the area of effect or targeted by the originally casting. The child receives no saving throw. This happens every

time one of the original targets has a child, no matter how often any one of them has offspring. Depending on how powerful you make the spell, these offspring may also pass the spell onto their children.

A spell prepared or cast using Generation Casting requires a spell slot one or more levels higher than normal. The level increase required by the spell is the number of generations down which the spell will pass. Only spells with long or permanent durations can truly benefit from Generation Casting. Instantaneous effects cannot be passed on down the generations using this feat.

Greater Divine Dominion (General)

Gain the domain powers from a divine dominion.

Prerequisites: Additional Domain feat.

Benefit: You gain the domain powers from the domain selected using the Additional Domain feat.

Innate Ability (General)

You have become so adept at wielding the power of your magic that some of your spells have become a part of you.

Benefit: Choose three divine spells that you know. You no longer require a divine focus when casting these spells. If you do use a focus while casting a spell selected as an innate ability, all level-dependent effects of the spell are increased by one.

Special: You may take this feat multiple times. Each time it is taken, different spells must be selected.

Inspired Leadership (General)

Many leaders are brave, powerful and clever. Adding the backing of a major religious institution and the power of a god to this combination creates a leader that is much more than just another warlord or would-be king. Clerics who take up the role of the leader often do so by divine mandate, enabling them to call upon the faithful to support them in their endeavours.

Prerequisites: Leadership.

Benefit: You are empowered by your church to lead the faithful into battle or to accomplish other tasks for the church. As long as at least half of the followers led by you are members of your religion, you may have twice the normal number of followers granted by the Leadership feat.

Intensify Poison (General)

When poisons are infused with threads of negative energy, their deadliness is enhanced considerably. Even relatively minor poisons can become very difficult to resist once they have been intensified.

Prerequisites: Wis 15+.

Benefit: An intensified poison is more difficult to resist than one that has not been so treated. All Fortitude saves to resist an intensified poison suffer a profane penalty equal to the Wisdom modifier of the treating cleric. A poison remains intensified for 24 hours, after which it returns to its natural state.

Master of Undeath (Divine)

While good clerics master the art of vanquishing undead through the power of their god, evil clerics seek to use undead as tools and weapons. This feat improves the ability of evil clerics to control undead, allowing them to hold sway over more impressive mobs of walking corpses.

Prerequisites: Cha 15+, Extra Turning.

Benefit: You are treated as if you were 2 levels higher than your actual level when you attempt to command undead. For example, a 9th level cleric would be treated as if he were 11th level, giving him control over 11 Hit Die worth of undead.

Persuasive Conversion (General)

Some speakers are able to more eloquently state the reasons for their faith than others, drawing others in with their well-reasoned arguments and sound theological statements.

Prerequisites: Cha 13+.

Benefit: When attempting to convert an individual or group to your religion, you receive a competence bonus to your Diplomacy check equal to half of your character level, due to your conviction and persuasive arguments.

Profane Death Blow (Divine)

You are an unholy slayer, an assassin able to channel negative energy to slay the unrighteous.

Prerequisites: Ability to rebuke undead, Sneak Attack class ability.

Benefit: Spend one of your rebuke undead attempts to add your Charisma modifier as a profane bonus to the attack and damage roll of your next sneak attack. After channeling the negative energy to power this feat, you must make this attack within a number of rounds equal to your Charisma bonus.

Special: If you have the Death Attack assassin class ability, you may similarly spend one of your rebuke undead attempts to add your Charisma modifier as a profane bonus to the DC of the Fortitude save made to resist your next Death Attack.

Profane Ghoul Strike (Divine)

You can use negative energy to imitate the paralyzing attack of a ghoul.

Prerequisites: Ability to rebuke undead, ability to cast divine spells of 2nd level or higher, Extra Turning.

Benefit: By spending one of your rebuke undead attempts, you force all opponents struck by you in melee combat until the end of your next action to succeed at a Fortitude save (DC 14) or be paralyzed for 1d4+2 rounds as if struck by a ghoul. Elves are immune to this paralysis.

Profane Shadow Strike (Divine)

You can use negative energy to imitate the Strength draining attack of a shadow.

Prerequisites: Ability to rebuke undead, ability to cast divine spells of 3rd level or higher, Extra Turning, Profane Ghoul Strike.

Benefit: By spending one of your rebuke undead attempts, you drain 1d4 points of temporary Strength damage from all living opponents struck by you in melee combat until the end of your next action. Characters reduced to 0 Strength by this feat are slain but do not normally rise again as shadows unless you have the Profane Shadowspawn feat.

Profane Shadowspawn (Divine)

Creatures drained of Strength by your Profane Shadow Strike feat become shadows under your control.

Prerequisites: Ability to rebuke undead, ability to cast divine spells of 4th level or higher, Extra Turning, Profane Ghoul Touch, Profane Shadow Strike.

Benefit: Any humanoid drained to 0 Strength by use of your Profane Shadow Strike feat becomes a shadow under your control within 1d4 rounds. Created shadows are automatically under your control but count against the maximum number of hit dice that you can normally command through use of your rebuke undead power (equal to 1 HD/rebuke level). Shadows created in excess of this number are not in your control, are immune to further use of your rebuke undead ability and will immediately attack you.

Normal: Humanoids slain by Profane Shadow Strike do not rise again as shadows under your control.

Special: Shadows created through this feat cannot spawn other shadows.

Profane Wight Strike (Divine)

You can use negative energy to drain energy levels like a wight.

Prerequisites: Ability to rebuke undead, ability to cast divine spells of 4th level or higher, Extra Turning, Profane Ghoul Touch.

Benefit: By spending one of your rebuke undead attempts, you inflict one negative level on all living opponents struck by you in melee combat until the end of your next action. For each negative level inflicted you heal 5 points of damage. Any points of damage healed in excess of your normal maximum hit points are gained as temporary hit points. One day after being struck, your opponents can make the normal Fortitude save (DC 14) to remove the negative levels inflicted by this feat. Humanoids drained of life through this ability do not normally rise again as wights unless you have the Profane Wightspawn feat.

Profane Wightspawn (Divine)

Creatures drained of life energy by your Profane Wight Strike feat become wights under your control.

Prerequisites: Ability to rebuke undead, ability to cast sivine spells of 5th level or higher, Extra Turning, Profane Ghoul Touch, Profane Wight Strike

Benefit: Any humanoid slain by use of your Profane Wight Strike feat becomes a wight under your control within 1d4 rounds. Created wights are automatically under your control but count against the maximum number of Hit Dice that you can normally command through use of your rebuke undead power (equal to 1 HD/rebuke level). Wights created in excess of this number are not in your control, are immune to further use of your rebuke undead ability and will immediately attack you.

Normal: Humanoids slain by Profane Wight Strike do not rise again as wights under your control.

Special: Wights created through use of this feat are incapable of spawning other wights.

Profane Wraith Strike (Divine)

You can use negative energy to imitate the constitution draining attack of a wraith.

Prerequisites: Ability to rebuke undead, ability to cast divine spells of 5th level or higher, Extra Turning, Profane Ghoul Touch, Profane Wight Strike.

Benefit: By spending one of your rebuke undead attempts, all living opponents struck by you in melee combat until the end of your next action suffer 1d4 points of temporary Constitution drain. Characters reduced to 0 Constitution by this feat are slain but do not normally rise again as wraiths unless you have the Profane Wraithspawn feat.

Special: Though a Wraith is normally an incorporeal opponent, your attacks are still bound by the corporeal world.

Profane Wraithspawn (Divine)

Creatures drained of Constitution by your Profane Wraith Strike feat become wraiths under your control.

Prerequisites: Ability to rebuke undead, ability to cast divine spells of 6th level or higher, Extra Turning, Profane Ghoul Strike, Profane Wight Strike, Profane Wraith Strike.

Benefit: Any humanoid slain by use of your Profane Wraith Strike feat becomes a wraith under your control within 1d4 rounds. Created wraiths are automatically under your control but count against the maximum number of Hit Dice that you can normally command through use of your rebuke undead power (equal to 1 HD/rebuke level). Wraiths created in excess of this number are not in your control, are immune to further use of your rebuke undead ability and will immediately attack you.

Normal: Humanoids slain by Profane Wraith Strike do not rise again as wraiths under your control.

Special: Wraiths created through use of this feat cannot spawn other wraiths.

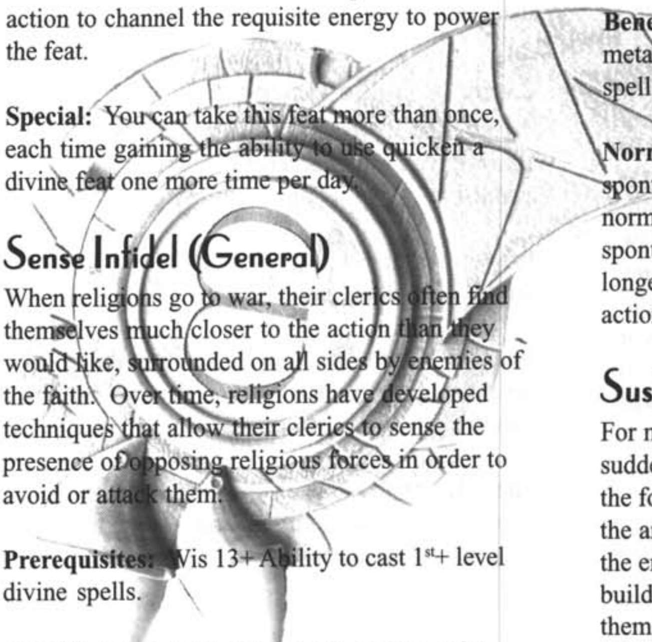
Quicken Divine Channeling (Divine)

You can channel energy into a divine feat with a moment's thought.

Prerequisites: Cha 13+, Extra Turning, Quicken Turning.

Benefit: You can channel energy to activate another divine feat as a free action a number of times per day equal to your Charisma bonus. This counts against your ability to use one quickened ability per round. You can still only channel energy to power one divine feat or turning attempt per round.

Normal: Divine feats normal require a standard action to channel the requisite energy to power the feat.



Special: You can take this feat more than once, each time gaining the ability to use quicken a divine feat one more time per day.

Sense Infidel (General)

When religions go to war, their clerics often find themselves much closer to the action than they would like, surrounded on all sides by enemies of the faith. Over time, religions have developed techniques that allow their clerics to sense the presence of opposing religious forces in order to avoid or attack them.

Prerequisites: Wis 13+ Ability to cast 1st+ level divine spells.

Benefit: Sense Infidel allows you to sense the faithful of opposing religions within 60 feet at all times. It requires a standard action for the cleric to determine in what direction the enemies lie, but you will be made immediately aware when any agent of an enemy religion comes within 60 feet of your current location.

Shield the Faithful (General)

Many spells that a cleric can cast have an area of effect that can be quite devastating to those caught within it. Clerics who wish to shield the faithful from their own spells should definitely take this feat.

Prerequisites: Wis 13+, ability to cast 5th level divine spells.

Benefit: When you cast a divine area-effect spell, you decide at the moment the spell is cast whether or not it will affect members of the faithful who are within the spell's boundaries. This allows you to safely cast damaging spells into a melee involving members of the faithful and be sure you will not cause them harm through your actions.

Spontaneous Metacasting (Metamagic)

You have an affinity for spontaneously casting cure or inflict spells enhanced by your metamagic feats.

Prerequisites: Ability to spontaneously cast cure or inflict spells, metamagic feat used to augment your spell.

Benefit: You can spontaneously cast a metamagically-enhanced cure spell (or inflict spell as appropriate) in one action.

Normal: Trading in divine energy to spontaneously cast a one action metamagic spell normally requires a full-round action, while spontaneously casting a metamagic spell with a longer casting time requires one extra full-round action to cast.

Sustained Turning (Divine)

For most clerics, turning undead involves a sudden burst of released divine energy that drives the foul creatures away. Clerics who further study the art of turning, however, learn how to channel the energy so that it is released in a steady stream, building in power over its duration. This allows them to turn more powerful undead than would otherwise be possible, though it takes them longer to do so.

Prerequisites: Cha 15+, Enhanced Turning.

Benefit: You are able to build up turning damage over a number of subsequent rounds.

On the first round of use, this feat works like a normal turning attempt but requires a full-round action. At the start of each subsequent turn, you must make a Concentration check (DC 15) to sustain the turning – if this check fails, the turning ends immediately and you may act normally in this round. If you suffer damage or any other distraction that would disrupt the casting of a spell, you must make a standard Concentration check to sustain the turning. A failure due to a distraction will prevent you from sustaining the turning into the next round, but turning damage for the current round still applies.

For every round after the first that a turning is sustained, add 1 to the Hit Die of the most powerful undead affected and increase the turning damage by 1d6. The increase to both the maximum Hit Die affected and turning damage is cumulative. For every round the turning is sustained beyond the first, you expend an additional turning attempt for the day.

Terrain Focus (Druid)

You have such an intimate connection to a particular terrain that your bond is never completely severed, no matter where you travel or choose to live.

Prerequisites: The character must have spent at least 6 months living in the appropriate terrain.

Benefit: Choose one terrain in which you have spent at least 6 months living. This feat offers two benefits. Firstly, the difficulty for the Wilderness Lore check to successfully adapt to your favoured terrain is only 10. In addition, you may make two Wilderness Lore checks to adapt to your favoured terrain each time you memorise spells. Secondly, by making a Wilderness Lore check (DC 15), you can develop any power from your favoured terrain no matter where you are. This is only useful with certain powers, as outlined in the power's description.

Normal: A druid can only make one adaptation check each time he prepares his spells and the difficulty is 15. The character may only develop powers while in the appropriate terrain.

Special: This feat may be taken more than once. The effects do not stack. Each time the druid takes the feat it applies to a new terrain type.

Wildcasting (General)

You have the ability to manipulate the forces of magic while wild shaping.

Prerequisites: The supernatural ability to shapeshift.

Benefit: Each time this feat is chosen, an animal form must be selected. You may cast your druidic spells normally when wildshaped into this selected animal form (and only into this form). The animal form must still make noise and/or movements if required by the spell; any required material components or focuses must be present at the time of casting, or in your possession (e.g. transformed when you shapeshifted).

Normal: You may not cast spells in animal form without exceptional circumstances, or the use of Metamagic feats, such as Still Spell and Silent Spell.

Special: This feat may be taken multiple times; each time, a new animal form must be selected.

Notes: The prerequisite includes the druidic ability of wildshape, as well as those creatures that can change their shape naturally (lycanthropes, etc). It does not include any form of polymorph or shapeshift spell.

Zealous Smite (General)

The strength of your faith flows through you, allowing you to inflict terrible blows against your enemies.

Prerequisites: Smite class ability (Smite Evil, Smite Good, Smite Infidel, etc.).

Benefit: You can use your Smite class ability one additional time per day, but you can only Smite a specific opponent once per day.

Special: A character can choose this feat multiple times, gaining one additional Smite attack each time this feat is chosen.

FEATS OF THE MIND

Feats of the mind contains all those feats directly related to psionic characters and classes, including metapsionic feats. Psionic item creation feats can be found in the Feats of Crafting chapter.

Only psionic characters or creatures can take the featsin this section.

Feats that have a prerequisite of 'reserve power points ' require the psionic character or creature to possess a number of unused power points equal to or greater than the given number to use the feat in any given round.

Note: If a psionic character's total power point maximum never equals the reserve power point prerequisite, the character cannot take the feat.

METAPSIONIC FEATS

Using a metapsionic feat does not take any longer but does increase the total power point cost to manifest the power.

A psionic character can use multiple metapsionic feats on a power, and the extra power point cost is cumulative, but a power altered by metapsionic feats can never cost more power points than the manifester's level minus one (minimum one).

With the proper item creation feat, you can store a power enhanced by a metapsionic feat in a power stone (a crystal that stores a specific power), psionic tattoo (a design that stores a specific power), or dorje (a 'psionic wand'), but the level limits for psionic tattoos, power stones, and dorjes apply to the power's higher, metapsionic level. The metapsionic level increases by 1 for every 2 points a metapsionic feat increases a power's cost.

Important: Metapsionic feats cannot be used to augment psionic attack and defense modes. The feats that allow direct manipulation of psionic attack and defense mode powers are specifically noted with the given feat.

Body Fuel (Psionic)

You can use your healh to increase your power point total.

Prerequisites: Inner Strength, Talented.

Benefit: You can 'burn' ability points as power points on the basis of 1 power point per 2 ability score points burned. Burning ability points for power points is a free action: You could burn more than 2 ability score points to gain several power points per free action. Treat reduced ability scores as temporary ability damage.

Channel Psionic Touch (Psionic)

You can channel your psionic touch powers through a held melee weapon.

Prerequisites: Str 13+, Power Attack, and Psionic Weapon.

Benefit: You are able to manifest psionic touch powers through a held melee weapon, allowing you to make a standard armed attack and inflict normal weapon damage plus the effect of your psionic power on a successful strike. Manifesting the power is still a standard action (unless you have the Quicken Power feat) and you must wait until your next attack action in order to make your armed attack. When resolving your attack, compare your attack roll against your target's normal Armour Class and Armour Class against touch attacks. If your attack roll fails to beat the target's normal Armour Class but beats his or her Armour Class against touch attacks, the power is discharged normally but the weapon inflicts no additional damage. Once the power is manifest your melee weapon holds the charge of the power exactly as if the power had been manifest in the normal manner. You cannot pass a charged weapon to another character as doing so discharges your power. Likewise, the power dissipates (without discharging) if the weapon is ever thrown or leaves your hand.

Normal: You can manifest a psionic touch power as either a touch attack (no armour, shield or natural armour bonus to Armour Class) or a normal unarmed strike.

Special: You cannot manifest personal psionic powers (like Claws of the Bear, Claws of the Vampire, etc.) with this feat. For purposes of this feat, the weapon used to manifest your psionic

touch power is immune to the effects of your power while it holds the charge of the power.

Combat Manifestation (Psionic)

You are used to using your powers while in combat.

Benefit: You get a +4 bonus on Concentration checks made to manifest a power while on the defensive. The general feat Combat Casting is essentially the same as Combat Manifestation and taking either one serves the same purpose, whether for casting spells for manifesting powers.

Combat Opportunist (Special)

You have trained extensively in attacking openings in your opponent's defences with a particular weapon. Choose one weapon such as short sword. With that weapon, your attacks of opportunity can be devastating.

Prerequisites: Combat Reflexes, Weapon Focus with the particular weapon.

Benefit: When you make an attack of opportunity, you may add sneak attack damage. This ability can only be used once per round, and following this attack, you may not make any further attacks of opportunity until after your next action. This may negate the benefits of Combat Reflexes for the current round.

Normal: Only the loss of Dex bonus to Armour Class or flanked status allow a character to add sneak attack damage.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Crystal Psiweapon (Psionic)

You can implant a limited personality fragment in a psionic weapon.

Prerequisites: Masterwork weapon imbedded with a crystal or any weapon imbued with permanent psionic power.

Benefit: You can seed a personality fragment in a weapon, granting the weapon limited sentience and linking it to your life-force. The crystal psiweapon provides you with a skill bonus based upon the type of personality fragment that you place in the weapon (as with a standard psicrystal), and it gains in intelligence as you gain in level. A crystal psiweapon is not a true psicrystal, however, and it does not have the other special abilities of a psicrystal unless you also have the psicrystal class ability. Because the weapon is linked to your life-force, you can telekinetically summon it to your hand at a range of 10 feet as a free action with the cost of 1 power point. Should the crystal psiweapon ever be destroyed, whether by accident or on purpose, you suffer the same XP penalty that a psion does after destruction of his or her psicrystal.

Special: You can apply other feats that enhance psicrystals, such as the Improved Psicrystal and Power Psicrystal feats, to your crystal psiweapon. If you have the psicrystal class ability, your psicrystal becomes a part of your crystal psiweapon and continues to gain additional psicrystal abilities as you rise in level. You can only have one psicrystal or crystal psiweapon at any one time. Creation of a crystal psiweapon requires one day of meditation and a masterwork weapon imbedded with a crystal worth at least 50 gp. The personality fragment of a crystal psiweapon can also be created in or transferred to a psionic weapon, again after one day of meditation and a cost of 50 gp. In this way, your personality fragment can move from weapon to weapon repeatedly over your career.

Deep Impact (Psionic)

You may strike with a melee weapon as though it were a touch attack.

Prerequisites: Str 13+, Power Attack, Psionic Weapon, base attack bonus +3 or higher.

Benefit: If you pay 5 power points per strike, you can resolve your melee attack with a weapon as a touch attack for purposes of assessing your foe's Armour Class. You must decide whether or not to pay the cost prior to making the melee attack. Your weapon remains 'charged' for a maximum number of rounds equal to your Strength modifier +1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

Delay Power (Metapsionic)

You can delay the manifestation of your powers.

Benefit: A delayed power does not activate until 1 to 5 rounds after you finish manifesting it. You determine the delay when manifesting the power, and it cannot be changed once set. The power activates just before your turn on the round you designate. Only area, personal and touch powers may be affected by this feat. Any decisions you would make about the power (including attack rolls, designating targets, or determining or shaping an area) are decided when the power is manifested, while any effects resolved by those affected by the power (including saving throws) are decided when the power triggers. A delayed power may be negated normally during the delay and can be detected normally in the area or on the target with powers that can detect psionic effects. A delayed power costs a number of power points equal to its standard cost +6.

Disarm Mind (Psionic)

Your psionic attacks can affect your opponents power points.

Prerequisites: Cha 13+, Mental Adversary.

Benefit: You deplete a number of power points equal to your Charisma modifier x4 from your opponent on any psionic attack that deals 1 or more ability damage, after accounting for your opponent's mental hardness. To use this feat, you must pay power points equal to the cost of the psionic attack +3. You decide whether or not to pay the extra cost after discovering the failure or success of your psionic attack to deal ability damage.

Discover Psionic Combat Mode (Psionic)

Your mind has an intuitive grasp of psionic combat, allowing you to master one additional psionic attack or defence mode.

Benefit: You immediately discover one psionic attack or defence mode of your choice and can use this attack or defence mode normally.

Special: If you have learned all the combat modes by use of this feat you gain no benefit when learning one by level advancement later.

Discover Psionic Power (Psionic)

Through introspection, meditation and training you are able to learn additional psionic powers.

Benefit: You discover one additional psionic power of any level that you can manifest.

Special: You can choose this feat multiple times but may only learn one additional psionic power per power level.

Enlarge Power (Metapsionic)

You may increase the range of your powers.

Benefit: An enlarged power has its range doubled. Powers whose ranges are not defined by distance do not have their ranges increased. Determine an enlarged power's area of effect as if you were two manifester levels higher than you actually are. An enlarged power costs a number of power points equal to its standard cost +2.

Ever-Ready Shield (Metapsionic)

You prepare a defence against the unknown.

Prerequisites: Extend Power, Persistent Power

Benefit: You may prepare a psionic defence mode that you know, and that defence will remain active until you are attacked by a psionic attack mode or until one day passes. To manifest a defence mode in this fashion costs the normal number of power points for that defence + 3. If you are caught flat-footed, stunned or otherwise unable to raise a defence (the primary reason for this feat), the defence mode prepared with Ever-Ready Shield will be used against that attack. If you are able to act, you may raise any defence normally without losing the Ever-Ready Shield.

Like any psionic defence mode, it is applicable only to one attack by one opponent. If you are assaulted by multiple adversaries before you are able to act, you may maintain this same defence mode against each successive attacker by paying the normal power point cost for the defence mode + 3. If you choose not to maintain the defence against a particular attacker, the ability to mount a defence is gone until you lose your flat-footed status or other condition (i. e. you must withstand further attacks bare-brained).

Normal: If a psionic attacker catches you flat-footed and uses a psionic attack mode, you are unable to raise a defence and must withstand the attack 'bare-brained'.

Extend Power (Metapsionic)

You can increase the duration of your powers.

Benefit: An extended power lasts twice as long as normal. Powers with a concentration, instantaneous, or permanent duration are not extended. An extended power costs a number of power points equal to its standard cost +2.

Fell Shot (Psionic)

Your ranged attacks can be particularly potent, even against foes wearing armour.

Prerequisites: Dex 13+, Point Blank Shot, Psionic Shot, base attack bonus +3 or higher.

Benefit: If you pay 5 power points per shot, you can resolve your ranged attack as a touch attack for purposes of assessing your foe's Armour Class. You must decide whether or not to pay the cost prior to making the ranged attack. Your bullet, bolt, or arrow remains 'charged' for a maximum number of rounds equal to your Dexterity modifier +1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

Focused Psionic Power (Psionic)

Choose one psionic discipline. Your powers from this discipline are more potent and capable of piercing spell resistance more easily than normal.

Benefit: Add +1 to the DC for all saving throws and +1 to your manifester level checks to overcome power resistance for all powers manifested from your chosen discipline.

Special: This feat can be chosen multiple times and will stack with itself, though each time it is taken you have the option of applying its effects to a different psionic discipline.

Great Sunder (Psionic)

You are adept at striking the weak point in an opponent's weapon.

Prerequisites: Str 13+, Power Attack, Sunder, reserve power points 5+.

Benefit: When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). 'Total hardness' includes any magical or psionic enhancements possessed by the weapon that normally add to its hardness. However, to strike and do any damage to a magically or psionically-enhanced weapon, you still need a weapon of equal or better enhancement.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

Greater Power Penetration (Psionic)

Your powers are better able to penetrate an opponent's power resistance.

Prerequisites: Power Penetration.

Benefit: You get a +4 bonus on manifester level checks (1d20 + manifester level) to beat a creature's power resistance. This bonus overlaps (does not stack with) the bonus from Power Penetration.

Greater Psionic Attack Focus (Psionic)

Your ability with a chosen psionic attack mode is truly frightening.

Prerequisites: Cha 13+, Mental Adversary, Psionic Attack Focus (chosen psionic attack mode).

Benefit: This feat mimics the Greater Psionic Focus feat, except that it applies to one known psionic attack mode of your choice. Add +4 to the DC for all Will saves in psionic combat from the psionic attack mode chosen as your Psionic Attack Focus. This bonus supercedes (does not stack with) the bonus provided by the Psionic Attack Focus feat.

Special: You can choose this feat up to five times, each time applying the bonus to a different psionic attack mode. This feat does not allow you to discover additional psionic attack modes and can only be applied to a psionic attack mode previously discovered and already mastered with the Psionic Attack Focus feat. A mind flayer can choose Psionic Attack Focus and Greater Psionic Attack Focus with its mind blast ability, becoming a fearsome opponent for even the most capable party of adventurers.

Greater Psionic Focus (Psionic)

Your primary discipline's powers are more effective.

Prerequisites: Psionic Focus.

Benefit: Add +4 to the DC for all saving throws against powers from within your discipline if you have already taken the Psionic Focus feat for the selected discipline. This bonus overlaps (does not stack with) the bonus from Psionic Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new discipline, but a psion must choose his primary discipline the first time he takes this feat.

Heighten Power (Metapsionic)

Your powers can be manifested as if of a higher level.

Benefit: A heightened power has a higher psionic power level than normal (up to 9th level). Unlike other metapsionic feats, Heighten Power actually increases the effective level of the power it modifies. All effects dependent on power level are calculated according to the heightened level. The heightened power costs as many power points as a power of its effective level.

Hide Power (Metapsionic)

You are skilled at concealing the display of your powers.

Benefit: A psionic power can be manifested without one associated display characteristic chosen by you when you take the feat: auditory, material, mental, olfactory, or visual. The hidden power costs a number of power points equal to the standard cost +2.

Special: You can take this feat multiple times, each time choosing a different display characteristic to hide while manifesting a given power.

Improved Crystal Psiweapon (Psionic)

You can improve your crystal psiweapon.

Prerequisites: Crystal Psiweapon.

Benefit: Your crystal psiweapon gains one additional power chosen from the Psicrystal Special Abilities table in the *Psionics Handbook.* Your choice of powers is limited by your manifester level per the table.

Normal: A crystal psiweapon does not normally gain additional powers unless you have the psicrystal class ability.

Special: You can choose this feat multiple times, each time incorporating a new psicrystal ability into your crystal psiweapon.

Improved Inertial Armour (Psionic)

You have mastered the ability to strengthen your Inertial Armour.

Prerequisites: Inertial Armour, reserve power points 4+.

Benefit: Increase the armour bonus of your Inertial Armour by +2.

Special: This feat can be taken multiple times. Each time increases your armour bonus by 2 and increases your prerequisite reserve power points by 6. For instance, if you take Improved Inertial Armour three times, your armour bonus is +10 when your power points are 18 or more, +8 when your power points are 11 or more, +6 when your power points are 4 or more and +4 when your power points are 1 or more.

Improved Psicrystal (Psionic)

Your psicrystal may be upgraded.

Benefit: You can implant another personality fragment in your psicrystal. You gain the benefits listed for both psicrystal types. Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments.

Special: You can gain this feat multiple times. Each time, you implant a new personality fragment in your psicrystal, from which you derive the noted benefits.

Improved Psionic Buffer (General)

Your naked mind is more resistant to psionic damage than others.

Benefit: Whether you are psionic and caught flat-footed and/or depleted of power points, or are nonpsionic, you are capable of making a strong 'bare-brained' defence. When defenceless in psionic combat, you subtract 4 from the psionic combat DC modifier used to resolve any psionic attack mode used against you.

Improved Psionic Dodge (Psionic)

Your psionic senses make you truly adept at dodging blows and avoiding damage in combat.

Prerequisites: Dex 13+, Dodge, Psionic Dodge, reserve power points 7+.

Benefit: You gain a +1 bonus to your Armour Class against all opponents and can even use this bonus when caught flat-footed, though it does not apply when you are bound or otherwise helpless. This bonus supercedes (does not stack with) the bonus provided by Psionic Dodge.

Normal: The +1 dodge bonus provided by Psionic Dodge can only be applied to one opponent and does not apply when you are caught flat-footed.

Improved Psionic Fist (Psionic)

You can supercharge your unarmed strikes with psionic power.

Prerequisites: Str 13+, Psionic Fist, base attack bonus +3 or higher.

Benefit: At the cost of 2 power points, your next unarmed strike deals +1d6 points of bludgeoning damage. You must decide whether or not to spend these power points prior to your attack, and the points are wasted if the attack misses. Your hands and feet remain charged with psychic power for a number of rounds equal to your Strength modifier + 1 or until your next unarmed attack, whichever occurs first. You can charge your unarmed strikes with psionic power as a free action.

Special: This feat does not stack with Psionic Fist or Psionic Multifist; only one of the feats can be used at any one time.

Improved Psionic Metabolism (Psionic)

Your psionic ability to heal your wounds operates at a subconscious level, allowing your wounds to heal even when you are unconscious or dying.

Prerequisites: Con 13+, Rapid Metabolism, Psionic Metabolism.

Benefit: You can recover from wounds with your Psionic Metabolism feat even when unconscious or dying. You can also automatically stabilize yourself at a cost of 5 power points.

Normal: Psionic Metabolism cannot be used when unconscious or dying.

Improved Psionic Shot (Psionic)

You can supercharge your ranged attacks with psionic power.

Prerequisites: Str 13+, Point Blank Shot, Psionic Shot, base attack bonus +3 or higher.

Benefit: At the cost of 2 power points, your next ranged shot deals +1d6 points of piercing damage. You must decide whether or not to spend these power points prior to your attack, and the points are wasted if the attack misses. Your ammunition remains charged with psychic power for a number of rounds equal to your Strength modifier + 1 or until your next attack with the charged weapon, whichever occurs first.

Special: This feat does not stack with Psionic Shot or Psionic Multishot; only one of the feats can be used at any one time.

Improved Psionic Weapon (Psionic)

You can supercharge your weapon with psionic power

Prerequisites: Str 13+, Power Attack, Psionic Weapon, base attack bonus +3 or higher.

Benefit: At the cost of 2 power points, your melee weapon deals +1d6 points of damage (slashing, piercing or bludgeoning as appropriate). You must decide whether or not to spend these power points prior to your attack, and the points are wasted if the attack misses. Your weapon remains charged with psychic power for a number of rounds equal to your Strength modifier + 1 or until your next attack with the charged weapon, whichever occurs first.

Special: This feat does not stack with Psionic Weapon Psionic Multiweapon; only one of the feats can be used at any one time.

Improved Rapid Metabolism (Psionic)

Your wounds heal without regard to rest or activity.

Prerequisites: Con 13+, Rapid Metabolism.

Benefit: You can heal a number of hit points equal to your Con bonus even when active and involved in combat or spellcasting.

Normal: Hit points can only be regained per day of rest (light, non-strenuous activity, no combat or spellcasting) or complete bed rest.

Inertial Armour (Psionic)

You can create a field of armour about yourself.

Prerequisites: Reserve power points 1+.

Benefit: While you retain 1 or more power points, your mind automatically generates a tangible field of force that provides a +4 armour bonus to Armour Class. Unlike mundane armour, Inertial Armour entails no armour check penalty or speed reduction. Because Inertial Armour is composed of psychokinetic force, incorporeal creatures cannot bypass it the way they do normal armour. Your Inertial Armour can be invisible or appear as a coloured glow, at your option. The armour bonus provided by Inertial Armour does not stack with the armour bonus provided by a shield or regular armour.

Inner Strength (Psionic)

You possess more power points than is typical.

Benefit: You gain +1 power points.

Special: A character may gain this feat multiple times, each time gaining a number of power points equal to the previous Inner Strength gain +1.

Layered Psionic Defence (Psionic)

You can manifest and defend yourself with two psionic defence modes simultaneously.

Prerequisites: Psychic Bastion.

Benefit: When attacked in psionic combat and able to defend against the attack, you can raise two non-identical defence modes simultaneously. The attack is then compared against both defence modes and you can choose which defence mode you use to defend. Though you are defending with two defence modes against the attack, you can only gain the save bonus or secondary protection of one defence mode per attack. Raising two defence modes simultaneously costs a number of power points equal to the standard cost to activate both psionic defences +1.

Normal: You can normally only defend yourself with one psionic defence mode per attack.

Master Dorje (Metapsionic)

You can use power points when manifesting a dorje.

Benefit: You can manifest a power stored in a dorje without expending a charge. Instead, you pay for the imbedded power from your own power point reserve by spending a number of power points equal to its standard cost +2. When all the charges of a dorje are exhausted, the dorje becomes inert; thus, this feat no longer affects that individual dorje.

Maximise Power (Metapsionic)

Your powers can be manifested to puissant effect.

Benefit: All variable, numeric effects of a maximised power are maximised. A maximised power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets and so on, as appropriate. For example, a Maximised *whitefire* deals 20 points of damage. Saving throws and opposed rolls (such as the one you make when you manifest negate psionics) are not affected. Powers without random variables are not affected. The Maximised Power costs a number of power points equal to its standard cost +6.

Maximise Psionic Attack (Metapsionic)

You can inflict maximum damage when using your psionic attack modes in psionic combat

Prerequisites: Cha 13+, Mental Adversary

Benefit: You inflict maximum ability point damage on a successful psionic attack with any of your psionic attack modes. Maximized psionic attacks cost a number of power points equal to the cost of the psionic attack mode +8. Unlike the Mental Adversary feat, these power points must be spent on initiating the Maximised psionic attack mode, prior to determining the success or failure of the attack. On a failed attack these points are lost.

Mental Adversary (Psionic)

Your psionic attacks can be made more damaging.

Prerequisites: Cha 13+.

Benefit: You deal +1 ability damage on a successful psionic attack when you pay the cost of the psionic attack +3 power points. You decide whether or not to pay the extra cost after determining the failure or success of your psionic attack to breach the defender's Will save.

Special: You can gain this feat multiple times, each time gaining the potential to deal bonus damage equal to the previous damage bonus +1, but at a cost equal to the previous cost plus 8 power points. You decide what increment of bonus damage to deal within the range granted by gaining this feat multiple times.

Mental Leap (Psionic)

You can use your mind to aid you make spectacular jumps.

Prerequisites: Str 13+, 6 ranks of the Jump skill, reserve power points 3+.

Benefit: You jump twice as far or as high as is indicated on your Jump check. Your maximum jump (a function of your height) is twice normal, and extra distance jumped (above and beyond the normal distance rolled) is not counted against your total allowed movement in the round.

Special: You can take this feat multiple times. Each time increases your jump multiple by one and increases your prerequisite of reserve power points by +8.

Metacreative (Psionic)

You may craft psionic items more easily.

Prerequisites: Any item creation feat.

Benefit: Each time you take this feat, choose one item creation feat you know. When determining your cost in XP and raw materials for creating items with this feat, multiply the base price by 75%.
Special: You may gain this feat multiple times. Each time you take the feat, it applies to a new item creation feat.

Metaphysical Armouring (Metapsionic)

You can alter psionic powers that modify or create weapons to modify or create armour instead.

Benefit: When using any psionic power that modifies an existing weapon (lesser metaphysical weapon, metaphysical weapon or graft weapon) or one that creates/summons a weapon (call weaponry), you can use that power to modify your armour or shield or create/summon a suit of armour of shield instead. All other aspects of the psionic power (bonus provided, duration, skill penalty for graft weapon, etc.) remain the same.

When using Metaphysical Armouring with a lesser metaphysical weapon or metaphysical weapon, your armour or shield gains an enhancement bonus to Armour Class equal to the bonus provided by the power. With graft weapon, reduce

Metaphysical Armouring

Level	Armour/Shield	Power Pts
1-3	Simple armour, buckler or small shield	1
4-6	Medium armour or large shield	3
7-9	Heavy armour or tower shield	7
10-12	+1 enchantment	11
13-15	+2 enchantment	13
16-17	+3 enchantment	15
18-20	+4 enchantment	17

the armour check penalty and increase the maximum Dexterity bonus of a proficient armour or shield grafted to your body by 2. When using Metaphysical Armouring with call weaponry, use the following table:

Mind Leach (Psionic)

You can drain power points from opposing minds that successfully attack you in psionic combat.

Prerequisites: Psychic Bastion, Mind Trap.

Benefit: You gain power points equal to 10 + your charisma modifier each time that you use your Mind Trap feat, up to your normal power point maximum.

Mindtrap (Psionic)

Psionic attackers who assault your mind are tangled in your defences.

Prerequisites: Psychic Bastion.

Benefit: You deplete a number of power points equal to 10 + your Charisma modifier from your attacking opponent on any psionic attack that deals 1 or more ability damage to you. To do so, you must pay power points equal to the cost of the psionic defence +3. You decide whether or not to pay the extra cost after discovering the failure or success of your opponent's psionic attack to deal ability damage.

Mirror Mind (Psionic)

Also known as psionic reflection, this feat allows you to reflect psionic attacks directed against you.

Prerequisites: Psychic Bastion.

Benefit: Once per round when targeted by a psionic attack that you have successfully defended against, you can reflect this attack back towards your attacker. The reflected attack is treated as if the attacker had attacked him or herself, using the DC and attack mode of the original attack. The attacker can defend against this attack normally. Reflecting a psionic attack mode in this manner costs a number of power points equal to the cost of the original attack +3.

Special: This feat is only effective against psionic attack modes. Psionic powers can only be reflected through *power turning* (a

7th level psion power) and cannot be reflected through use of this feat.

Penetrating Psionic Fist (Psionic)

You can charge your unarmed strikes to penetrate an opponent's damage reduction.

Prerequisites: Str 13+, Psionic Fist, Unavoidable Strike, base attack bonus +6 or higher.

Benefit: Although you do not gain a bonus on attack or damage rolls with this feat, by spending 3 power points, your unarmed strikes can ignore Damage Reduction as if your hands and feet had an enhancement bonus of +1. You can increase the effective enhancement bonus of your unarmed strikes by paying 3 additional power points per +1 enhancement bonus, allowing you to penetrate even Stronger Damage Reduction. You must decide whether or not to pay the cost for this feat prior to making your attack and the power points are lost if your attack misses. Your hands and feet can remain 'charged' for a number of rounds equal to your Strength modifier +1 or until your next unarmed attack, whichever occurs first.

Penetrating Psionic Shot (Psionic)

You can charge your ranged attacks to penetrate an opponent's Damage Reduction.

Prerequisites: Dex 13+, Point Blank Shot, Psionic Shot, Fell Shot, base attack bonus +6 or higher.

Benefit: Although you do not gain a bonus on attack or damage rolls with this feat, by spending 3 power points your ranged attacks can ignore Damage Reduction as if they had an enhancement bonus of +1. You can increase the effective enhancement bonus of your ranged shots by paying 3 additional power points per +1 enhancement bonus, allowing you to penetrate even stronger Damage Reduction. You must decide whether or not to pay the cost for this feat prior to making your attack and the power points are lost if your attack misses. Your arrow, bolt or bullet remains 'charged' for a number of rounds equal to your Strength modifier +1 or until your next ranged attack, whichever occurs first.

Penetrating Psionic Weapon (Psionic)

You can charge your melee weapon to penetrate an opponent's Damage Reduction.

Prerequisites: Str 13+, Power Attack, Psionic Weapon, Deep Impact, base attack bonus +6 or higher.

Benefit: Although you do not gain a bonus on attack or damage rolls with this feat, by spending 3 power points your melee weapon can ignore Damage Reduction as if it had an enhancement bonus of +1. You can increase the effective enhancement bonus of your melee weapon by paying 3 additional power points per +1 enhancement bonus, allowing you to penetrate even stronger Damage Reduction. You must decide whether or not to pay the cost for this feat prior to making your attack and the power points are lost if your attack misses. Your melee weapon can remain 'charged' for a number of rounds equal to your Strength modifier +1 or until your next melee attack, whichever occurs first.

Persistent Power (Metapsionic)

You may extend the duration of one of your powers thoughout a day.

Prerequisites: Extend Power.

Benefit: A persistent power has a duration of 24 hours. The persistent power must have a personal range or a fixed range; you cannot use this feat on a power with a variable range, or on a power with an instantaneous duration. Note that you must concentrate on some powers to use their effects (for example, detect psionics and detect thoughts); concentration on such a power is a standard action that does not provoke an attack of opportunity. A persistent power costs a number of power points equal to its standard cost +8.

Power Penetration (Psionic)

You are adept at punching through an opponent's power resistance.

Benefit: You get a +2 bonus on manifester level checks (1d20 + manifester level) to beat a creature's power resistance.

Power Psicrystal (Psionic)

You can charge your psicrystal with power points and use it as a crystal capacitor.

Prerequisites: Psicrystal class ability, ability to manifest 3rd level psionic powers.

Benefit: You can store extra power points in your psicrystal. In effect, the psicrystal gains the powers of a crystal capacitor capable of storing 5 power points. The psicrystal retains all of its other powers and continues to advance in ability as normal.

Normal: Psicrystals cannot normally store power points.

Special: This feat can be combined with Crystal Psiweapon.

Power Touch (Psionic)

Your attacks of opportunity can be enhanced by your powers.
Prerequisites: Str 13+, Psionic Fist.

Benefit: You can make attacks of opportunity using any power you know with a range of touch, if you have at least one hand free. The Power Touch attack of opportunity does not preclude the normal manifestation of a psionic power during the same round. The power used in conjunction with this feat costs a number of power points equal to its standard cost +2.

Normal: Attacks of opportunity do not involve casting spells or manifesting powers.

Special: Possession of the Quicken Power feat reduces the extra cost of Power Touch to 0 power points (you still must pay the standard cost for the power used in the attack of opportunity).

Psionic Ability Drain (Psionic)

You can absorb part of the temporary ability damage that you inflict in psionic combat in order to heal damage done to the same ability in yourself.

Prerequisites: Cha 13+, Mental Adversary, Disarm Mind, Vampire Mind.

Benefit: On a successful psionic attack that inflicts temporary ability point damage you can drain one ability point from the attack, adding it to your own ability score. This ability point must be applied to the same ability that you damage in psionic combat and cannot exceed you normal ability maximum. Using this ability costs 7 power points in addition to the cost of the psionic attack. Like Mental Adversary, you can decide whether or not to pay these additional power points after determining the success or failure of your psionic attack (based on the defender's Will save).

Special: You cannot combine use of this feat with Vampire Mind on a single successful attack.

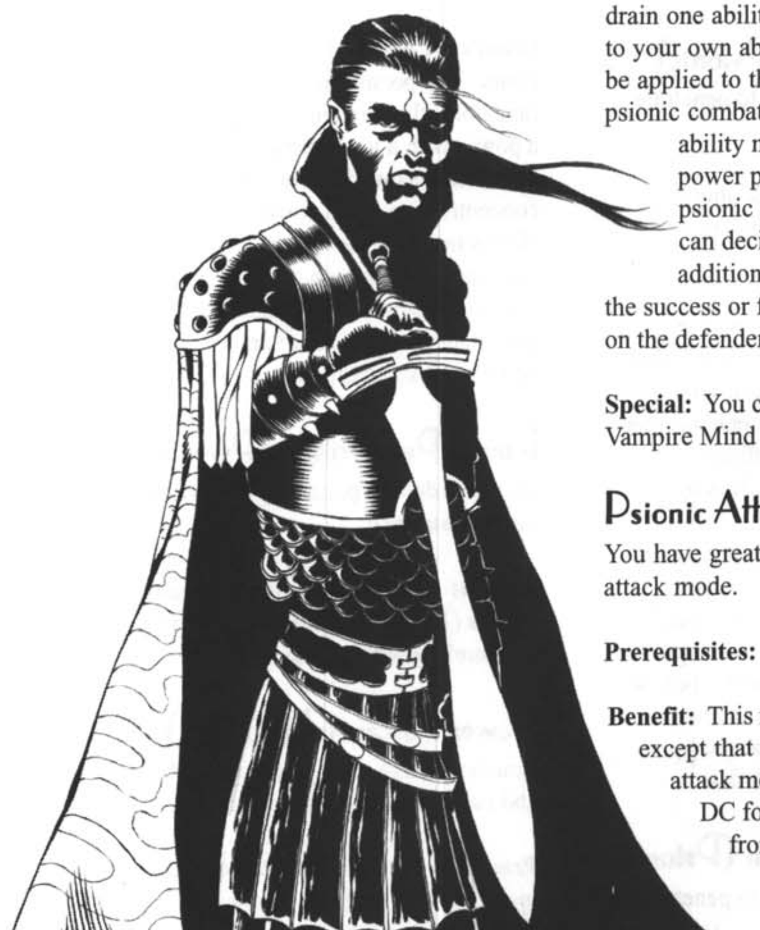
Psionic Attack Focus (Psionic)

You have great ability with one chosen psionic attack mode.

Prerequisites: Cha 13+, Mental Adversary.

Benefit: This feat mimics the Psionic Focus feat, except that it applies to one known psionic attack mode of your choice. Add +2 to the DC for all Will saves in psionic combat from this psionic attack mode.

Special: You can choose this feat up to five times, each time



applying the bonus to a different known psionic attack mode of your choice. This feat does not allow you to discover additional psionic attack modes and can only be applied to a psionic attack mode previously discovered. This feat does not stack with the Greater Psionic Attack Focus feat. A mind flayer can choose Psionic Attack Focus with its mind blast special ability.

Psionic Body (Psionic)

The mind stengthens the body.

Benefit: At 1st level, you may use your key ability modifier determined by your primary discipline, if a psion, instead of your Constitution modifier to determine bonus hit points. At higher levels, your bonus hit points are determined by your Constitution, as normal. However, you now gain +1 hit point every time you learn a metapsionic feat.

Special: You may only take this feat as a 1st level character.

Psionic Charge (Psionic)

You may turn while charging.

Prerequisites: Wis 13+, Speed of Thought, reserve power points 3+.

Benefit: When taking a charge action in combat, you can make a number of turns, each of not more than 90°, equal to your Dexterity modifier. The action still counts as a charge.

Psionic Dodge (Psionic)

Your quick wits aid you to dodge opponent's blows.

Prerequisites: Dex 13+, Dodge, reserve power points 5+.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armour Class against attacks from that opponent. This can be the same opponent designated for the standard Dodge feat, or a separate opponent. If the same opponent is chosen for both Dodge and Psionic Dodge, the bonuses stack. You can select a new opponent on any action.

Note: A condition that makes you lose your Dexterity bonus to Armour Class (if any) does not make you lose the Dodge bonus from the Psionic Dodge feat.

Psionic Fist (Psionic)

You may make unarmed strikes more damaging.

Prerequisites: Str 13+.

Benefit: Your unarmed strikes deal +1d4 points of bludgeoning damage when you pay the cost of 1 power point. You must decide whether or not to pay the cost prior to making the melee attack. Your hand or foot remains 'charged' for a maximum number of rounds equal to your Strength modifier +1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

Psionic Focus (Psionic)

Benefit: Add +2 to the DC for all saving throws against powers from the selected discipline.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new discipline, but a psion must choose his primary discipline the first time he takes this feat.

Psionic Ghost Fist (Psionic)

You can psionically charge your unarmed strikes to effectively attack incorporeal opponents.

Prerequisites: Str 13+, Psionic Fist.

Benefit: By spending 1 power point, your unarmed strikes can attack incorporeal opponents as if you had the *ghost touch* power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source. Although your unarmed strikes do not gain a bonus on attack or damage rolls with this feat, they do gain the ability to negate the damage reduction of incorporeal creatures as if your hands and feet were +1 magic weapons. You must decide whether or not to pay the cost for this feat prior to making your attack and the power point is lost if your attack misses. Your hands and feet can remain 'charged' for a number of rounds equal to your Strength modifier +1 or until your next unarmed attack, whichever occurs first.

Psionic Ghost Shot (Psionic)

You can psionically charge your ranged attacks to effectively strike incorporeal opponents.

Prerequisites: Dex 13+, Point Blank Shot, Psionic Shot.

Benefit: By spending 1 power point, your ranged shots can attack incorporeal opponents as if they had the *ghost touch* power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source. Although your ranged shots do not gain a bonus on attack or damage rolls with this feat, they do gain the ability to negate the damage reduction of incorporeal creatures as if they were +1 magic weapons. You must decide whether or not to pay the cost for this feat prior to making your attack and the power point is lost if your attack misses. Your arrow, bolt or bullet remains 'charged' for a number of rounds equal to your Strength modifier +1 or until your next ranged attack, whichever occurs first.

Psionic Ghost Weapon (Psionic)

You can psionically charge your melee weapon to effectively strike incorporeal opponents.

Prerequisites: Str 13+, Power Attack, and Psionic Weapon.

Benefit: By spending 1 power point, your melee weapon can attack incorporeal opponents as if it had the *ghost touch* power, negating an incorporeal creature's ability to ignore 50% of successful attacks from a corporeal source. Although your weapon does not gain a bonus on attack or damage rolls with this feat, it does gain the ability to negate the Damage Reduction of incorporeal creatures as if it were a +1 magic weapon. You must decide whether or not to pay the cost for this feat prior to making your attack and the power point is lost if your attack misses. Your weapon can remain 'charged' for a number of rounds equal to your Strength modifier +1 or until your next melee attack, whichever occurs first.

Psionic Initiative (Psionic)

You receive flashes of insight that enable you to react instantly.

Prerequisites: Improved Initiative, reserve power points 5+.

Benefit: You gain an additional +2 bonus to Initiative checks.

Special: This feat stacks with the Improved Initiative feat or any other skill, feat or ability that provides a bonus on Initiative checks unless otherwise specified.

Psionic Metabolism (Psionic)

Your mind aids your body to heal.

Prerequisites: Con 13+, Rapid Metabolism.

Benefit: You convert 1 point of normal damage to 1 point of subdual damage per hour, if you pay the cost of 1 power point per hour. If you are unconscious or dying, Psionic Metabolism does not work.

Psionic Multifist (Psionic)

You can charge multiple unarmed strikes with psionic power.

Prerequisites: Str 13+, Psionic Fist, base attack bonus +3 or higher.

Benefit: At the cost of 2 power points, your hands and feet can be charged as a free action to inflict +1 point of damage for a number of rounds equal to your Strength modifier +1. While your unarmed strikes are charged with psionic power you are considered armed and do not provoke attacks of opportunity.

Special: This feat does not stack with Psionic Fist or Improved Psionic Fist; only one of the feats can be used at any one time.

Psionic Multishot (Psionic)

You can charge multiple ranged attacks with psionic power.

Prerequisites: Str 13+, Point Blank Shot, Psionic Shot, base attack bonus +3 or higher.

Benefit: At the cost of 2 power points, all of your ranged attacks can be charged as a free action to inflict +1 point of piercing damage for a number of rounds equal to your Str modifier +1.

Special: This feat does not stack with Psionic Shot or Improved Psionic Shot; only one of the feats can be used at any one time.

Psionic Multiweapon (Psionic)

You can charge your weapon with psionic power usable on multiple attacks.

Prerequisites: Str 13+, Power Attack, Psionic Weapon, base attack bonus +3 or higher.

Benefit: At the cost of 2 power points, your melee weapon can be charged as a free action to inflict +1 point of damage for a number of rounds equal to your Strength modifier +1.

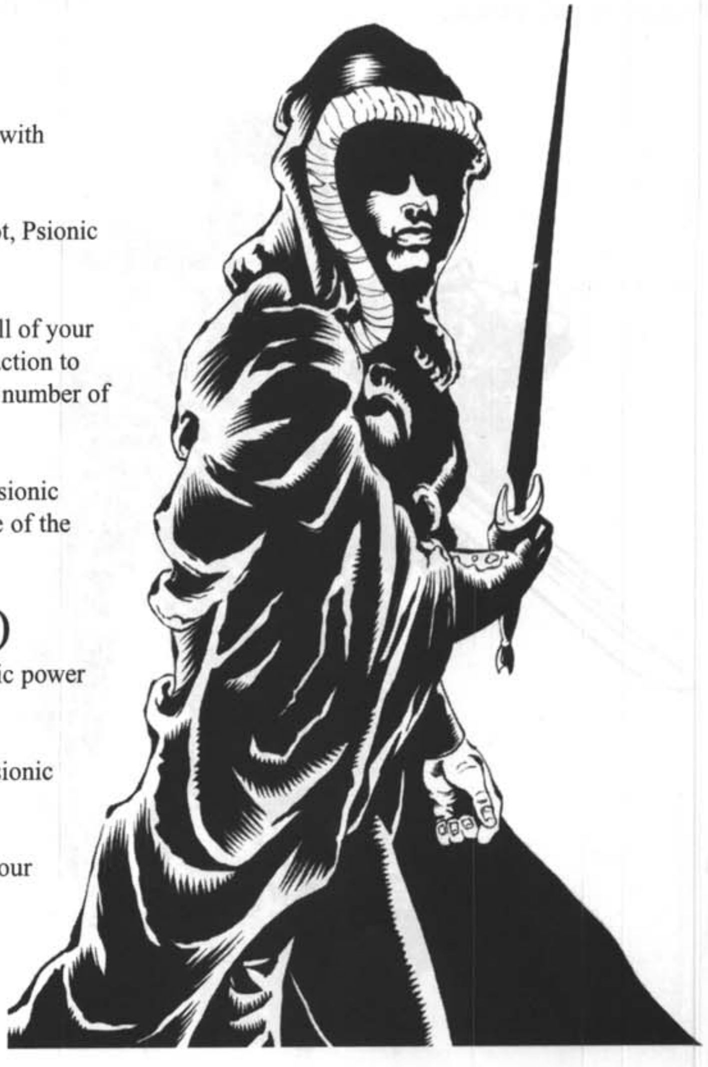
Special: This feat does not stack with Psionic Weapon or Improved Psionic Weapon; only one of the feats can be used at any one time.

Psionic Shot (Psionic)

Your ranged attacks can be enhanced by your power.

Prerequisites: Dex 13+, Point Blank Shot.

Benefit: Your ranged shots deal +1d4 points of piercing damage when you pay the cost of 1 power point. You must decide whether or not to pay the cost prior to making the ranged attack. Your arrow, bolt, or bullet remains 'charged' for a maximum number of rounds equal to your Strength modifier +1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.



Psionic Strike (Psionic)

With your psionic ability you are a deadly opponent in unarmed combat.

Prerequisites: Str 13+, Psionic Fist, reserve power points 1+.

Benefit: As long as you have 1 or more power points, your unarmed strikes are charged with psionic power. Your unarmed strikes do not provoke attacks of opportunity from armed opponents and inflict 1d6 points of lethal damage in unarmed combat if the opponent is Medium-size and 1d4 points of real damage if they are Small size.

Normal: Unarmed attacks normally provoke attacks of opportunity against armed attackers and inflict 1d4 points of subdual damage in Medium-sized and 1d3 points of subdual damage if small sized.

Special: This feat can be combined with the Psionic Fist feat, allowing you to inflict 1d10 points of damage if Medium-sized at the cost of 1 power point per strike (1d6 points if Small-sized).

Psionic Weapon (Psionic)

Your melee attacks can be enhanced by your weapon.

Prerequisites: Str 13+, Power Attack.

Benefit: Your melee weapon deals +1d4 points of damage (slashing, piercing, or bludgeoning, as appropriate to the weapon) when you pay the cost of 1 power point. You must decide whether or not to pay the cost prior to making the melee attack. Your weapon remains 'charged' for a maximum number of rounds equal to your Strength modifier +1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

Psychic Bastion (Psionic)

Your mind can become a well-crafted fortress against opponents' mental attacks.

Benefit: You gain +1 mental hardness against a foe's successful psionic attack when you pay the cost of 3 power points. You decide whether or not to pay the cost after determining the failure or success of the psionic attack to breach your Will save.

Special: You can gain this feat multiple times, each time gaining bonus mental hardness equal to the previous bonus +1, but you must pay a cost equal to the previous cost + 8. You decide what mental hardness increment to use within the range granted by gaining this feat multiple times.

Psychic Critical (Psionic)

Your psionic awareness allows you to more accurately strike your opponent, causing much more damage than would otherwise be possible.

Prerequisites: Power Attack
Benefit: You may increase the critical threat range of your weapon

by 1 for every psionic power point you spend. You may only spend 1 psionic power point in this way for each psionically-capable character level you possess (this includes any flavour of psion as well as any of the prestige classes found in this book). This increase in threat range applies only to a single attack. This feat may only be used to augment one attack in a given combat round, regardless of how many other attacks you may normally make. This feat may be used to increase the critical threat range of a missile weapon, but only when resolving attacks with a range of 30 feet or less.

Psychic Inquisitor (Psionic)

You are adept at discerning the truth in living humanoids.

Prerequisites: Cha 13+, Psychoanalyst.

Benefit: When a living humanoid lies directly to you, you perceive it. You detect a maximum number of lies per conversation equal to your Charisma modifier. A conversation with an individual, once concluded, may not be renewed with Psychic Inquisitor active for a period of 8 hours. You decide when, or if, to begin using this feat during a conversation.

Psychic Sense (Psionic)

Your psychic senses allow you to intuitively sense the presence of danger.

Prerequisites: Wis 17+, reserve power points 5+.

Benefit: As long as you have 5 or more power points, you can make a Will save (DC 20) to avoid being caught surprised or flat-footed. On a successful save, you can act during the surprise round even if you would otherwise be surprised and you can retain your Dexterity bonus to Armour Class even if you would otherwise be caught flat-footed.

Psychoanalyst (Psionic)

You may better influence others' thoughts.

Prerequisites: Cha 13+.

Benefit: You get a +2 bonus on all Diplomacy, Bluff, and Intimidate checks against living humanoids with an Intelligence score of 4 or higher. You get the same +2 bonus on Charisma checks used to influence or interact with living humanoids having an Intelligence score of 4 or higher.

Quicken Power (Metapsionic)

Your powers may be manifested more quickly.

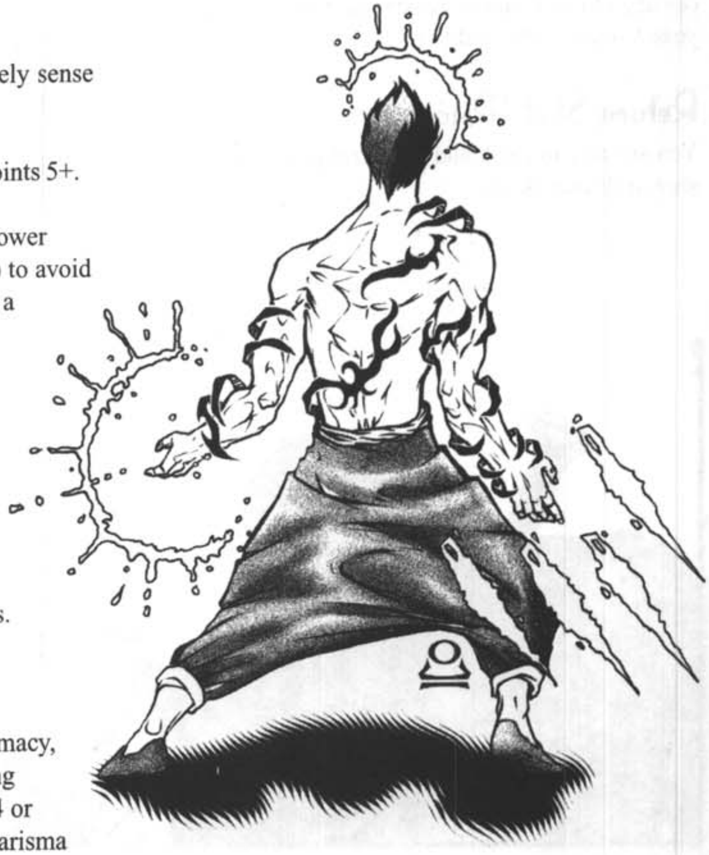
Benefit: Manifesting a Quickened Power is a free action. You may only manifest one Quickened Power per round. A power whose time to manifest is more than 1 full round cannot be quickened. The Quickened Power costs a number of power points equal to its standard cost +8.

Special: Possession of the Power Touch feat allows the use of that feat and one Quickened Power in the same round.

Quicken Psionic Attack Mode (Metapsionic)

You can manifest a psionic attack mode with a mere moment's thought.

Benefit: You can manifest a psionic attack mode as a free action. You can perform another action in the round you manifest a quickened attack mode, including manifesting another psionic attack



mode or psionic power or casting a spell, but can only use one quickened ability per round. A quickened psionic attack mode costs a number of power points equal to the standard cost +8.

Quiet Whisper of the Mind (Psionic)

You can telepathically communicate with other intelligent beings.

Prerequisites: Cha 15+, Psychoanalyst, Psychic Inquisitor, reserve power points 3+.

Benefit: You can communicate telepathically with any creature that uses language at a range of 60 feet. This feat allows communication only; it does not allow you to read other creatures' minds, determine the truth or intent of another being or otherwise influence or command another being. The level and depth of your telepathic communication is limited by the creature's Intelligence.

Rapid Metabolism (Psionic)

You recover faster from wounds.

Prerequisites: Con 13+.

Benefit: You naturally heal a number of hit points per day of rest equal to the standard healing rate + your Constitution modifier.

Return Shot (Psionic)

You are able to catch and return ranged weapons shot or thrown at you.

Prerequisites: Dex 13+, Point Blank Shot, Psionic Shot, reserve power points 5+.

Benefit: You need not have a free hand (holding nothing) to use this feat, but you must relinquish a two-handed hold on a single item or drop a shield as a free action. Once per round when you would normally be hit with a ranged weapon, you may make a Reflex save (DC 20; if the ranged weapon has an enhancement bonus to attack, the DC increases by that amount). If you succeed, you snatch the ranged weapon. You must be aware of the attack and not flat-footed, and you cannot already have acted in the round. You may only use this feat once in any given round.

Snatching a ranged weapon or ammunition (such as an arrow, bolt, or sling bullet) counts as a free action. If you successfully retrieve a bolt, arrow, or sling bullet, you can load and fire it back at your foe if you hold the appropriate weapon. A bow requires a move-equivalent action, a crossbow requires a standard action, and a thrown weapon such as a spear or knife is a free action to throw back. If you are not holding a ranged weapon suitable to the snatched ammunition in your off hand, you cannot return the attack.

You make the return attack at a bonus equal to half your foe's ranged attack bonus (round down) + your full ranged attack bonus. Exceptional ranged weapons, such as boulders hurled by giants or *Mel's acid arrow*, cannot be snatched.

Special: If you also have the Deflect Arrows feat (see *Core Rulebook I*), you make return attacks at a

bonus equal to your foe's full ranged attack bonus + your full attack bonus.

Solidify Inertial Armour (Psionic)

You can solidify your Inertial Armour, making it harder for weapons to damage you.

Prerequisites: Inertial Armour, Strengthen Inertial Armour, reserve power points 3+, base attack bonus +4 or higher.

Benefit: As a move equivalent action you can increase the strength of your Inertial Armour, causing the normally invisible armour to take form and solidify around you. This costs 5 power points and provides Damage Reduction 5/+1 for a number of rounds equal to 1 plus your Strength modifier.

Speed of Thought (Psionic)

You are particularly fleet of foot.

Prerequisites: Wis 13+, reserve power points 1+.

Benefit: Your base speed is equal to your normal speed +10.

Special: You can take this feat multiple times. Each time increases your base speed by 10 feet and increases your prerequisite of reserve power points by 4.

Stand Spell (Psionic)

You can intercept your opponents' movements.

Prerequisites: Str 13+, reserve power points 1+.

Benefit: When a foe's movement would otherwise grant you an attack of opportunity, you may give up that attack and instead attack your foe prior to your foe's actual movement. This is akin to a readied action, but Stand Still doesn't affect your Initiative count or actual readied actions, if any. The foe must succeed at a Fortitude save against a DC equal to 10 + the damage you deal, or be unable to move into or out of the area you threaten-essentially, this ends the movement of a foe who is closing, and prevents any movement of a foe who is fleeing (if you are normally allowed an attack of opportunity against the fleeing foe). Since you use the Stand Still feat in place of your attack of opportunity, you may only do so a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity occur after a foe has already moved within the area you threaten; thus, you are unable to affect their movement with an attack.

Strengthen Inertial Armour (Psionic)

You can increase the strength of your inertial armour.

Prerequisites: Inertial Armour, reserve power points 1+, base attack bonus +3 or higher.

Benefit: As a move equivalent action you can increase the strength of your inertial armour. This costs 3 power points and increases the armour bonus provided by your Inertial Armour to +7. The armour can remain strengthened for a number of rounds equal to 1 plus your strength modifier. Like Inertial Armour, the armour bonus provided by Solidify Inertial Armour does not stack with the armour bonus provided by mundane or enchanted armour and shields and is fully effective against ethereal and incorporeal beings.

Talented (Psionic)

Minor powers come easily to you.

Prerequisites: Inner Strength.

Benefit: You can manifest three more 0-level powers for free per day than normal.

Third Eye (Psionic)

You have a psionic third eye that enables you to pierce illusions and identify psionic powers and effects.

Prerequisites: Wis 13+.

Benefit: You gain a +2 bonus on all Psicraft checks and a +2 bonus on all Will saves against illusion spells and spell-like effects.

Trigger Power (Psionic)

Prerequisites: Inner Strength, Talented, reserve power points (see below).

Benefit: Choose any 0th, 1st, 2nd, or 3rd level power you know. From now on you can attempt to trigger that power without paying its cost. To trigger a power, you must first satisfy the requirement of a power point reserve equal to or greater than what it would normally cost you to manifest the power. Then, make an ability check appropriate for the power's discipline (for instance, you would make a Charisma check for charm person). If you meet or exceed the ability check DC (see below), the power is manifested normally with no power point cost. If you fail the check, you are forced to pay its cost, but the power is still manifested normally. You can't use Trigger Power in conjunction with psionic attack or defence modes.

DCs for the ability check are determined by level: 0-level, 11; 1st level, 13; 2nd level, 15; and 3rd level, 17.

Special: You can take this feat multiple times, each time using it for a new triggered power.

Trigger Psionic Defence (Metapsionic)

You can attempt to raise one psionic defence mode without spending power points

Prerequisites: Psychic Bastion, reserve power points (see below)

Benefit: This feat mimics the Trigger Power feat, except that it applies to one known psionic defence mode of your choice. You can attempt to raise this defence mode for free, without spending power points, as a free action every time that you use it, though you must have at least enough power points in reserve to raise the defence mode normally. On a successful Wisdom ability check (DC 12 + power points used to activate your defence mode), you can raise this psionic defence without spending power points. On a failed check, you are forced to pay the normal power point cost to raise the defence mode.

Special: You can take this feat up to five times, each time applying the feat to one additional known psionic defence mode of your choice. This feat only applies to previously known psionic defence modes and does not allow the character to discover additional defence modes.

True Power of the Mind (Psionic)

You are adept at manifesting psionic powers from any discipline.

Benefit: Add +1 to the DC for all saving throws against your psionic powers.

Twin Power (Metapsionic)

Benefit: Manifesting a power altered by this feat causes the power to take effect twice on the target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as targets, shaping an area, and so on) apply to both of the resulting powers. The target suffers all the effects of both powers individually and receives a saving throw for each. In some cases, failure of both of the target's saving throws results in redundant effects. A twinned power costs a number of power points equal to its standard cost +8.

Twin Psionic Attack (Psionic)

You can attack with a psionic attack mode simultaneously with another attack mode just like it.

Prerequisites: Cha 13+, Mental Adversary

Benefit: When attacking in psionic combat, you can make a psionic attack mode take effect twice on your target, as if you were simultaneously attacking with the same psionic attack mode two times on the same target. The target suffers all of the effects of both psionic powers individually, receives a saving throw against both psionic attacks and if capable, must defend with a psionic attack mode against each attack. A twinned psionic attack costs a number of powers equal to twice the cost to use the psionic attack mode +8.

Unavoidable Strike (Psionic)

Your unarmed strikes are adept at bypassing an opponent's armour.

Prerequisites: Str 13+, Psionic Fist, base attack bonus of +3 or higher.

Benefit: If you pay 5 power points per unarmed attack, you can resolve your unarmed attack as a touch attack for purposes of assessing your foe's Armour Class. You must decide whether or not to pay the cost prior to making the unarmed melee attack. Your hand or fist remains 'charged' for a maximum number of rounds equal to your Strength modifier +1 or until your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

Up the Walls (Psionic)

You can use nearby walls in your movement.

Prerequisites: Wis 13+, Speed of Thought, Psionic Charge, reserve power points 5+.

Benefit: You can take part of one of your move actions on a wall if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking damage as appropriate for your height above the floor. Treat the wall as a normal floor for the purposes of measuring your movement. Passing the boundary between horizontal and vertical is equivalent to 5 feet of movement along a normal floor. Opponents on the floor still get attacks of opportunity as you move up the wall within areas they threaten.

Special: You can take other move actions in conjunction with moving on a wall.

Vampire Mind (Psionic)

You can drain power points from opposing minds on a successful psionic attack.

Prerequisites: Cha 13+, Mental Adversary, Disarm Mind.
Benefit: You gain power points equal to your Charisma modifier x4 each time that you use your Disarm Mind feat, up to your normal power point maximum.

Vigilant Psychic Defender (Psionic)

You are adept at defending yourself in psionic combat

Prerequisites: Psychic Bastion, reserve power points 2+.

Benefit: You are able to react instantly to psionic attack and can raise a psionic defence mode even when caught flat-footed. Raising a psionic defence mode in this manner requires you to pay power points equal to the cost of the defence + 1.

Normal: A psionic defender cannot normally raise a defence mode when caught flat-footed.

Way of the Gargoyle (Psionic)

You have mastered the art of combat in alternate forms.

Prerequisites: Combat Reflexes, Psionic Focus (Psychometabolism), reserve power points 5+.

Benefit: If you have three or more natural attacks, either through the use of claw- or bite-giving Psychometabolism powers, Polymorph Self, Shape Change or some other power or effect, you have act as if you have the Multi-attack feat (see *Core Rulebook III*). Your primary attack suffers no attack penalty and all of your secondary attacks suffer only a -2 penalty.

FEATS OF THE MONSTROUS

The feats in this chapter are intended solely for the use of creatures. That is to say non-player character monsters such as can be found in Core Rulebook II. The feats herein tend to emphasise particular special abilities and defences of many monstrous creatures and as such are not suitable for selection by players.

Area Power Resistance (Monster)

The creature's power resistance can negate area effect psionic powers.

Prerequisites: Creature type (aberration, dragon, elemental, fey, magical beast, outsider, shapechanger or undead).

Benefit: Any psionic power that includes the creature within its are of effect must beat the creature's PR or be instantly negated.

Normal: PR normally applies only for the creature with PR against area effect spells, protecting the individual creature but not negating the attacking psionic power.

Special: If using the default Psionics-Magic Transparency option, this feat applies against area effect spells and spell-like abilities as well.

Area Spell Resistance (Monster)

The creature's spell resistance can negate area effect spells and spell-like abilities.

Prerequisites: Creature type (aberration, dragon, elemental, fey, magical beast, outsider, shapechanger or undead).

Benefit: Any spell or spell-like ability that includes the creature within its area of effect must beat the creature's SR or be instantly negated.

Normal: SR normally applies only for the creature with SR against area effect spells, protecting the individual creature but not negating the attacking spell or spell-like ability.

Special: If using the default Psionics-Magic Transparency option, this feat applies against area effect psionic powers as well.

Channelled Resistance (Monster)

The creature can protect other beings that it touches with its spell resistance or power resistance.

Benefit: As a standard action, the creature can share its SR or PR with any single creature touched. This protection lasts only so long as the creature with SR or PR concentrates on providing the protection and only as long as the beneficiary remains in contact with the creature with resistance. If the creature with resistance is distracted or suffers damage in any way while maintaining this shared protection it must make a Concentration check as if casting a spell. Failing this check instantly negates the shared SR or PR until the creature with resistance spends another action to share it again.

Normal: As stated in *Core Rulebook II*, only the rarest of creatures and magic items can bestow SR or PR on another.

Enlarge Breath Weapon (Monster)

The creature's breath weapon has a longer range than normal.

Benefit: Double the range of the creature's breath weapon, unless it is cone-shaped. If the creature has a cone-shaped breath weapon, increase the range of its breath weapon (and its width and height as well) by 50% instead.

Extra Primeval Ability (Monster)

The creature can use one of its supernatural or spell-like abilities more than once per day.

Prerequisites: Innate supernatural or spell-like ability.

Benefit: Choose one innate supernatural or spell-like ability that the creature can use one or more times per day. The creature can now use this ability one more time per day.

Special: This feat can be taken multiple times and will stack with itself. Each additional time that this feat is taken you can apply it to the same innate supernatural or spell-like ability or to one of your other innate supernatural or spell-like abilities. This feat cannot be used with class based spell-like abilities, such as the druid's wild shape or paladin's ability to cure disease.

Flyby Attack (General) (Monster)

Prerequisites: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another partial action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a partial action either before or after its move.

Focused Primeval Ability (Monster)

One of the creature's supernatural or spell-like abilities is more potent than normal.

Prerequisites: Innate supernatural or spell-like ability.

Benefit: Choose one of the creature's innate supernatural or spell-like abilities. Add +2 to the DC for all saving throws made to resist this ability.

Special: This feat can be taken multiple times but its benefits do not stack. Each time that it is taken the creature must apply it to another of its innate supernatural or spell-like abilities. This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

Greater Focused Primeval Ability (Monster)

One of creature's supernatural or spell-like abilities is especially potent.

Prerequisites: Innate supernatural or spell-like ability, Focused Primeval Ability.

Benefit: Choose one innate supernatural or spell-like ability that the creature has augmented with the Focused Primeval Ability feat. Add +4 to the DC for all saving throws made to resist this ability. This bonus supercedes (e.g. does not stack with) the bonus provided by the Focused Spell-Like Ability feat.

Special: The creature can take this feat multiple times but its benefits do not stack. Each time that it is taken the creature must apply it to another of its innate supernatural or spell-like abilities that has been augmented with the Focused Primeval Ability feat. This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

Greater Innate Spell-Like Ability (Monster)

The creature's spell-like abilities are able to pierce even the strongest spell resistance.

Prerequisites: Innate spell-like ability, Innate Spell Penetration.

Benefit: The creature gains a +4 bonus to caster level checks (1d20+caster level) to overcome a creature's spell resistance. This bonus supercedes (e.g. does not stack with) the bonus provided by the Innate Spell-Like Penetration feat.

Special: This feat cannot be used with class based spell-like abilities, such as the druid's wild shape or paladin's ability to cure disease.

Heighten Primeval Ability (Monster)

The creature has achieved mastery of its innate supernatural or spell-like powers.

Prerequisites: Innate supernatural or spell-like ability.

Benefit: Choose one of the creature's supernatural abilities or all of its spell-like abilities. The chosen ability or abilities at +1 level of experience.

Special: This feat cannot be used with class based spell-like abilities, such as the druid's wild shape or paladin's ability to cure disease. This feat can be chosen more than once and will stack with itself.

Improved Multiweapon Fighting (Monster)

The creature is an expert in multiweapon combat.

Prerequisites: Three or more hands, Dex 15+, Multidexterity, Multiweapon Fighting, base attack bonus +9 or higher,

Benefit: In addition to the standard single extra attack that the creature gains for each extra weapon used per round, the creature gains a second attack with each of these weapons at a -5 penalty to its attack roll.

Normal: Without this feat, the creature can only gain one additional attack with each extra weapon used per round.

Special: This feat replaces the Improved Two-Weapon Fighting feat for creatures with three or more arms.

Improved Resistance (General, Monster)

The creature is innately more resistant to spells or psionics.

Prerequisites: Innate spell resistance or power resistance.

Benefit: Increase the creature's SR or PR by +2.

Special: This feat can be taken multiple times, each time adding +2 to the creature's SR or PR.

Innate Metamagic (Monster)

The creature can use its spellcasting knowledge to modify its innate spell-like abilities with learned metamagic feats.

Prerequisites: Int 11+, innate spell-like ability, ability to cast spells, one or more metamagic feats.

Benefit: The creature can modify any of its innate spell-like abilities with any spell altering metamagic feat that it knows. In order to alter a spell-like ability in this manner, the creature must prepare (wizards or divine spellcasters) or spend (sorcerer or bard) a spell slot equal in level to the bonus level required for the metamagic feat in question (see examples below). Casting a metamagically enhanced spell-like ability also counts as one or its uses of that spell-like ability per day. Spontaneously casting a metamagically enhanced spell-like ability, such as a sorcerer or bard, requires a full-round action (rather than 1-action).

Normal: Creatures cannot normally modify spell-like abilities with spell altering metamagic feats.

Special: This feat does not provide knowledge of any other metamagic feat and it cannot be used with class based spell-like abilities, like the druid's wild shape or

paladin's ability to cure disease. Spell altering metamagic feats from *Core Rulebook I* include: Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximise Spell, Quicken Spell, Silent Spell and Still Spell. Because spell-like abilities are cast without need of verbal, somatic or material components, modifying a spell-like ability with Silent Spell or Still Spell provides no additional game related benefit.

For example: Spell slots for modifying a spell-like ability with a spell altering metamagic feat from Core Rulebook I are: Empower Spell (2nd level spell slot), Enlarge Spell (1st level spell slot), Extend Spell (1st level spell slot), Heighten Spell (+1 level spell slot per enhanced level), Maximise Spell (3rd level spell slot) and Quicken Spell (4th level spell slot).

Innate Spell-Like Penetration (Monster)

The creature's spell-like abilities are able to pierce spell resistance with ease.

Prerequisites: Innate spell-like ability.

Benefit: Similar in effect to the Spell Penetration feat, the creature gains a +2 bonus to caster level checks (1d20+caster level) to overcome a creature's spell resistance with its spell-like abilities.

Special: This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

Multiattack (General)

The creature is able to attack with multiple arms or weapons.
Prerequisites: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a -5 penalty.

Multidexterity (General

Prerequisites: Dex 15+, three or more arms.

Benefit: The creature ignores all penalties for using an off hand.

Normal: Without this feat, a creature who uses an off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands.

Special: This feat replaces the Ambidexterity feat for creatures with more than two arms.

Multiweapon Fighting (General)

Prerequisites: Three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2.

Normal: A creature without this feat suffers a -6 penalty to attacks made with its primary hand and a -10 penalty to attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Attacking with Two Weapons, in *Core Rulebook I.*

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms. The Multidexterity feat further reduces penalties for off-hand attacks.

Power Resistance: Clairsentience and Telepathy (Monster, Special)

The creature can apply its power resistance against psionic powers from the clairsentience and telepathy disciplines.

Benefit: All psionic powers from the clairsentience and telepathy disciplines must beat the creature's PR in order to discover anything about it.

Normal: PR does not normally apply against most powers from the clairsentience discipline or against powers from the telepathy discipline that do not directly influence, control or effect the target creature.

Special: Characters that gain PR by race can choose this feat as a Special feat. If using the default Psionics-Magic Transparency option, this feat also extends your PR to resist all spells and spell-like abilities from the divination school of magic.

Power Spell Like Abilities (Monster)

The creature's spell-like abilities are especially potent, able to affect others and pierce spell resistance with ease.

Prerequisites: Innate spell-like ability.

Benefit: When using any of its innate spell-like abilities, add +1 to the DC for all saving throws made to resist the ability and add +1 to any caster level check made to overcome another creature's spell resistance.

Special: This feat cannot be used with class based spell-like abilities, like the druid's wild shape or paladin's ability to cure disease.

Primeval Power (Monster)

The creature can augment one of its supernatural or spell-like abilities with arcane, divine or profane power.

Prerequisites: Innate supernatural or spell-like ability.

Benefit: Half of the damage inflicted by the creature's chosen supernatural or spell-like ability is derived from arcane, divine or profane power and is resistant to protection from elements and similar magic. The other half of the damage is inflicted normally. Celestial creatures infuse their chosen ability with divine power, fiendish creatures with profane power and other creatures with arcane power.

Ranged Resistance (Monster)

The creature can bestow its spell resistance or power resistance on others.

Prerequisites: Channelled Resistance.

Benefit: As a standard action, the creature can extend its SR or PR to protect one creature within 30 feet. This protection lasts only as long as both creatures remain within 30 feet of each other and only as long as the creature with SR or PR concentrates on maintaining the link. If the creature with resistance is distracted or suffers damage in any way while maintaining this link it must make a Concentration check as if casting a spell. Failing this check instantly negates the shared SR or PR until the creature with resistance spends another action to restart the link.

Normal: As stated in *Core Rulebook II*, only the rarest of creatures and magic items can bestow SR or PR on another.

Special: This feat can be taken more than once and stacks with itself, each time allowing the creature to extend its SR or PR to one additional ally within range.

Resistance Counterspell (Monster)

The creature can use its spell resistance to counterspell.

Prerequisites: Channelled Resistance, Ranged Resistance.

Benefit: As a readied action, the creature can use its SR to counterspell one spell at a range of 100 ft. This requires the caster to beat the creature's SR in order to cast her spell. The creature does not need to make a Spellcraft check to identify the spell being cast in order to use this ability.

Normal: Spell resistance cannot be used to counterspell.

Resistance Power Turning (Monster)

The creature can reflect a psionic power that fails to beat its power resistance.

Benefit: Once per round as a readied action, the creature can reflect any psionic power that fails to beat its PR back towards its original manifester. If the psionic power cannot normally be reflected by power turning, the creature's PR has its standard affect against the power instead. The creature's readied action is wasted if no spell beats its PR prior to its next action.

Special: If using the default Psionics-Magic Transparency option, this feat can be used to turn spells and spell-like abilities in a manner similar to the spell turning spell.

Notes: This feat cannot be used to reflect psionic attack modes.

Resistance Spell Turning (Monster)

The creature can reflect a spell or spell-like ability that fails to beat its spell resistance.

Benefit: Once per round as a readied action, the creature can reflect any spell or spell-like ability that fails to beat its SR back towards its original caster. If the spell or spell-like ability cannot normally be reflected by spell turning, the creature's SR has its standard affect against the spell or spell-like ability instead. The creature's readied action is wasted if no spell beats its SR prior to its next action.

Special: If using the default Psionics-Magic Transparency option, this feat can be used to turn psionic powers in a manner similar to the power turning psionic power.

Resistance: Illusion (Monster)

The creature can apply its spell resistance or power resistance against illusions.

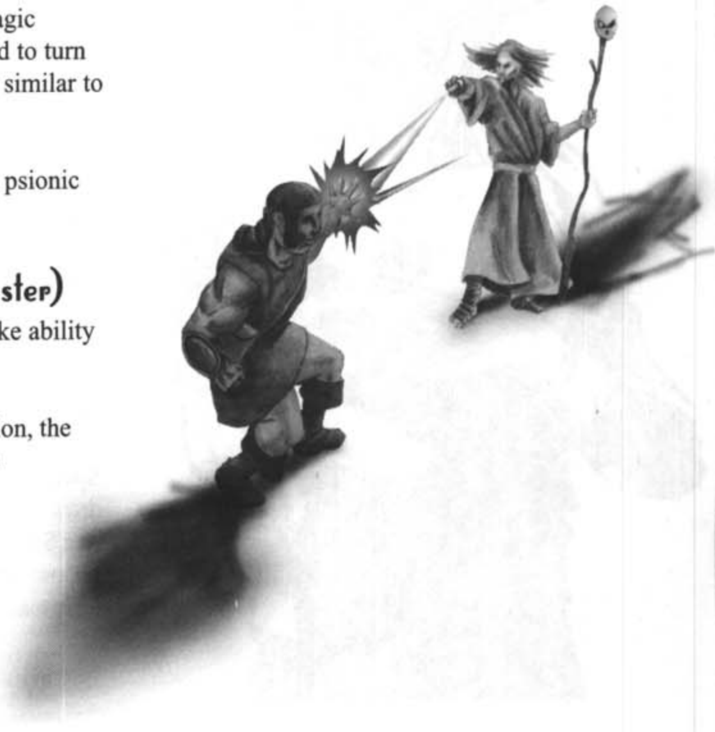
Benefit: All spells and spell-like abilities from the illusion school of magic must beat the creature's SR or PR in order to deceive the creature.

Normal: SR does not normally apply against spells and spell-like abilities from the illusion school that deceive the senses.

Special: Creatures with PR can only use this feat if the default Psionics-Magic Transparency option is used.

Spell Resistance: Divination (Monster)

The creature can apply its spell resistance against divination magic.



Benefit: All spells and spell-like abilities from the divination school of magic must beat the creature's SR in order to discover anything about it.

Normal: SR does not normally apply to spells and spell-like abilities from the divination school.

Special: Characters that gain SR by race (like drow) can choose this feat as a Special feat. If using the default Psionics-Magic Transparency option, this feat also extends your SR to resist all psionic powers from the telepathy and clairsentience disciplines.

Spirited Dive (Monster)

The creature can perform a terrifying dive-bomb attack.

Prerequisites: Fly speed, Flyby Attack.

Benefit: When flying down, the creature can make a special charge action, dealing double damage on a successful claw or weapon strike (or triple damage if the creature normally inflicts double damage on a dive attack). The creature gains a +2 attack bonus but suffers a -2 penalty to Armour Class when making this attack. The creature can still use its Flyby Attack feat when making a Spirited Dive.

Spontaneous Spell-Like Casting (Monster)

The creature is able to use its arcane or divine spell knowledge to power its spell-like abilities.

Prerequisites: Innate spell-like ability, ability to cast spells.

Benefit: The creature can use its class derived spell slots or prepared spells to spontaneously cast any of its spell-like abilities in a manner similar to the way a cleric can spontaneously cast cure or inflict spells. This allows the creature to convert one of its spell slots or prepared spells of the same level or higher to power the casting of the spell-like ability without using up one of the spell-like ability's uses per day. The spell-like ability must appear on the same spell list as the spell slot or prepared spell used to power the casting. A spontaneously cast spell-like ability requires a full-round action but does not require any material, somatic or verbal components.

Special: This feat cannot be used to spontaneously cast spell-like abilities that do not have a spell level.

Supernatural Resistance (Monster)

The creature can use its spell resistance or power resistance to defend itself against supernatural abilities.

Benefit: Any supernatural ability that directly effects the creature must beat the creature's SR or PR to have any effect. If the attacking creature cannot beat the SR or PR of the defender on a level check (1d20 + CR creature), the supernatural ability is negated exactly as if it were a spell or spell-like ability.

Normal: Supernatural abilities are not normally subject to SR or PR.

Special: Characters that gain SR or PR by race (like drow, githyanki and githzerai) can choose this feat as a Special feat. Characters with PR can only choose this feat if the default Psionics-Magic Transparency option.

Turn/Rebuke Resistance (Monster)

By virtue of unholy power or exceptional strength of will, the creature is more difficult to turn or rebuke than normal.

Benefit: The creature adds +2 to its Hit Dice total when resisting turn or rebuke attempts.

Special: This feat can be taken more than once and its benefits stack with itself. Each time it is taken, add +2 to the creature's Hit Dice when resisting turn or rebuke attempts.

MINOTAUR FEATS

The below feats are only available to minotaurs.

Juggernaut (Minotaur)

You cannot be stopped once you are moving.

Prerequisites: Improved Bull Rush, Run

Benefit: As a full round action, you are capable of barrelling through any number of enemies so long as they are all within range of a standard charge. Each enemy is allowed a reflex save (DC 15) to avoid your stampede, but any enemy who fails this save is knocked to the ground and lies prone. Enemies more than one size category larger than yourself cannot be targeted by this action. Enemies who make their reflex save are entitled to attacks of opportunity against you. This feat is similar to the trample ability, except that it can target multiple creatures and deals no damage.

Nose Breaker (Minotaur)

You know how to use your skull to its best advantage while grappling.

Prerequisites: Str 13+, base attack bonus +3 or higher.
Benefit: During a grapple, a successful opposed grapple check allows you to bash your opponent's nose with great force. Make a standard attempt to damage your opponent: if it succeeds, roll damage. Max damage stuns your opponent for one round, effectively ending his part in the grapple.

Running Tackle (Minotaur)

You can throw an enemy to the ground by using your own weight and momentum.

Prerequisites:, Improved Trip, base attack bonus +3 or higher.

Benefits: You can bring a creature up to one size category larger than yourself down to the ground on a successful charge. After successfully charging an opponent, you can make a trip attack as a free action, adding the charge damage dealt to your trip roll. If you succeed, you are considered grappled with the opponent (no opposed grapple check needed). Attempting to tackle a creature larger than yourself incurs a –2 penalty, while tackling a creature smaller than yourself grants a +2 bonus.

Stranglehold (Minotaur)

You possess a powerful, effective grappling technique.

Prerequisites: Str 14+.

Benefit: If you pin an opponent during a grapple, you can choose to attempt a stranglehold. A character who has no air to breathe can hold her

breath for 2 rounds per point of Constitution. After this period of time, the character must make a Constitution check (DC 10) in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success. When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates. The pin must be maintained for the stranglehold to be successful. However, you gain a +1 to your opposed grapple check for each round in which you maintain the pin. This technique cannot be used on creatures more than one size category greater than you, nor does it effect creatures who are not normally effected by critical hits.

Toss Aside (Minotaur)

You can throw enemies aside with your horns.

Prerequisites: Str 16+.

Benefit: After successfully striking an opponent with a charging gore attack, you can choose to attempt to fling them away from battle with your horns. You and your opponent make opposed strength checks. If you prevail, you may throw the opponent to the right or left. All targets throw in this way travel ten feet, unless hindered by another object, such as a wall, tree, etc. Thrown opponents suffer 1d6 subdual damage upon impact and lie prone until their next turn. If they collide with another object before travelling 10 ft (including another player), then they receive 2d6 subdual damage. In the event of a collision with another player, both are knocked prone.

MEDUSA FEATS

The below feats are only available to Medusas.

Hard Venom (Medusa)

A few of the oldest medusas, steeped in alchemical lore and with incredible control over their own bodies, can imbue their serpents' venom with terrifying supernatural power.

Prerequisites: Age 150 years or more, Wis 15+, Con 15+, ten or more ranks in Alchemy, ten or more ranks in Concentration.
Benefit: The medusa's snakes' venom now has the following effects – initial damage: Paralyse (saving throw as per usual for medusa poison); secondary damage: Petrification (saving throw as per usual for medusa poison). This damage is instead of the usual damage to strength.

Snake Trance (Medusa)

A Medusa with snake trance may entrance reptiles.

Prerequisites: Cha 14+

Benefit: Any medusa with the Snake Trance feat may attempt to entrance any reptiles she meets. This is a spell-like ability that works in exactly the same way as the 2nd-level Bard/Druid spell Animal Trance, except that it only works on reptiles. It may be used at will.

Snake Whispers (Medusa)

The sight of a medusa covered in snakes, hissing in her ears and writhing all over her, is deeply unnerving to most onlookers. What most do not realize is that the snakes bring the medusa news and whisper gossip to her.

Prerequisites: Cha 16+, Int 13+, Snake Trance

Benefit: Any time anything new happens in the area, such as a party of adventurers traipsing through the forest or asking the village's citizens about their mysterious veiled prophetess, the medusa may make a Gather Information check with a bonus of +4. This ability to communicate with snakes does not make them any more intelligent than usual, so they may be very literal in reporting what they saw. Snakes who bring the medusa information will not fight for her or otherwise serve her (unless there is some other reason for them to do so, such as if they were among the snakes drawn to her by her achieving 10th level as a Serpentine, or if she has Charmed them in some way).

The Calling Eyes (Medusa)

The medusa with the Calling Eyes feat has a fascinating quality to her every movement that pulls the attention of all around her to her eyes. This is particularly enhanced when she is dancing.
Prerequisites: Cha 15+, eight or more ranks in Perform

Benefit: As a free action, the medusa may do a swaying, writhing, snake-like dance at any time, making a Perform skill check to see how effective this ability is. Anyone attempting to avert eyes (see Core Rulebook III, p. 9) must make a Will save (DC = the medusa's Perform roll) each round or instead look directly at her. The medusa's swaying dance can be done at the same time as her normal movements and attacks – some observers believe that it even enhances such attacks.

The Subtle Call (Medusa)

The medusa is able to fascinate those who can no longer see her.

Prerequisite: The Calling Eyes, Cha 17+, twelve or more ranks in Perform

Benefit: This is an enhancement of the Calling Eyes. The eyes of the medusa who has mastered the Subtle Call exert their fascination even on those who cannot see any part of her body, such as those wearing blindfolds or shutting their eyes (see Core Rulebook III). They must make a Will save (DC = the medusa's Perform roll) or instead look directly at her, even if that means pulling off the blindfold to do so. Like the Calling Eyes, the Subtle Call only works when the medusa is doing her swaying dance.

The Dreadful Gaze (Medusa)

The oldest medusas have an even more vicious and dread power to their gaze than most.

Prerequisite: Medusa aged 200 years or more, Attack bonus +12 or higher.

Any character turned to stone by the Dreadful Gaze can only be restored by means of a Wish spell, rather than a mere Stone to Flesh. Even a Wish will not be enough if the character has been petrified for more than a day, because the Dreadful Gaze turns its victims to a soft, sandy stone that soon begins to crumble away to a fine dust. If that occurs, returning the character to normal takes two Wishes – one must be used to reassemble the statue, and the second to restore it to flesh.

DERRO FEATS

The following feats are only availble to Derro.

Day-walker (Derro)

The derro can resist some of the effects of sunlight.
Prerequisite: Constitution 15+

Benefit: You no longer suffer from the effects of *Sunlight Vulnerability* instead you suffer from *Light Sensitivity*. *Light Sensitivity* causes you to suffer a -2 circumstance penalty to attack rolls, saves, and checks in bright sunlight or within the radius of a *daylight* spell.

Special: You may only take this feat at 1st level.

Gifted Night-stalker (Derro)

The derro is particularly adapt when in darkness.

Prerequisite: Night-stalker

Benefit: You gain the Blindsight extraordinary ability with a range of 10 feet.

Night-stalker (Derro)

The derro is even more adept at seeing in the dark.

Prerequisite: Wisdom 13+

Benefit: You increase your Darkvision range from 30 to 60 feet.

Special: You may only take this feat at 1st level.

Seasoned Day-walker (Derro)

The derro is immune to the effects of daylight or spells that mimic such.

Prerequisite: Day-walker

Benefit: You no longer suffer from *Light Sensitivity* and suffer no penalties while working in bright sunlight or within the radius of a *daylight* spell.

DRAGON FEATS

The following feats are only available to dragons.

Aerial Sweep

Prerequisites: Hover
The hovering dragon is able to make a tail sweep attack in addition to bite and claw attacks.

Chew

Prerequisites: Snatch
By succeeding in a bite attack the dragon can catch any adversary four or more sizes smaller than itself in its mouth. While in the dragon's maw the creature automatically suffers triple bite damage each round regardless of what other actions the dragon might take. A character can escape by succeeding in an opposed strength check;

obviously the dragon must drop the character before making a bite attack on another creature.

Crash Landing

Prerequisites: Hover, Wingover
An experienced dragon can take desperate measures to arrest its decent if damage suffered, or spell attacks, prevent it from flying. The dragon takes half damage from any fall.

Fear Focus

By fixing its gaze on a specific target a dragon may focus the effect of its Frightful Presence ability. Any creature drawing the dragon's attention in this manner must add one per age category of the dragon to the Will save required to resist the effect. Fear Focus is a standard action.

Improved Snatch

Prerequisite: Snatch
As snatch except the dragon can move before and after the attack, provided that its total distance moved is not greater than its listed speed.

Maximise Breath Weapon

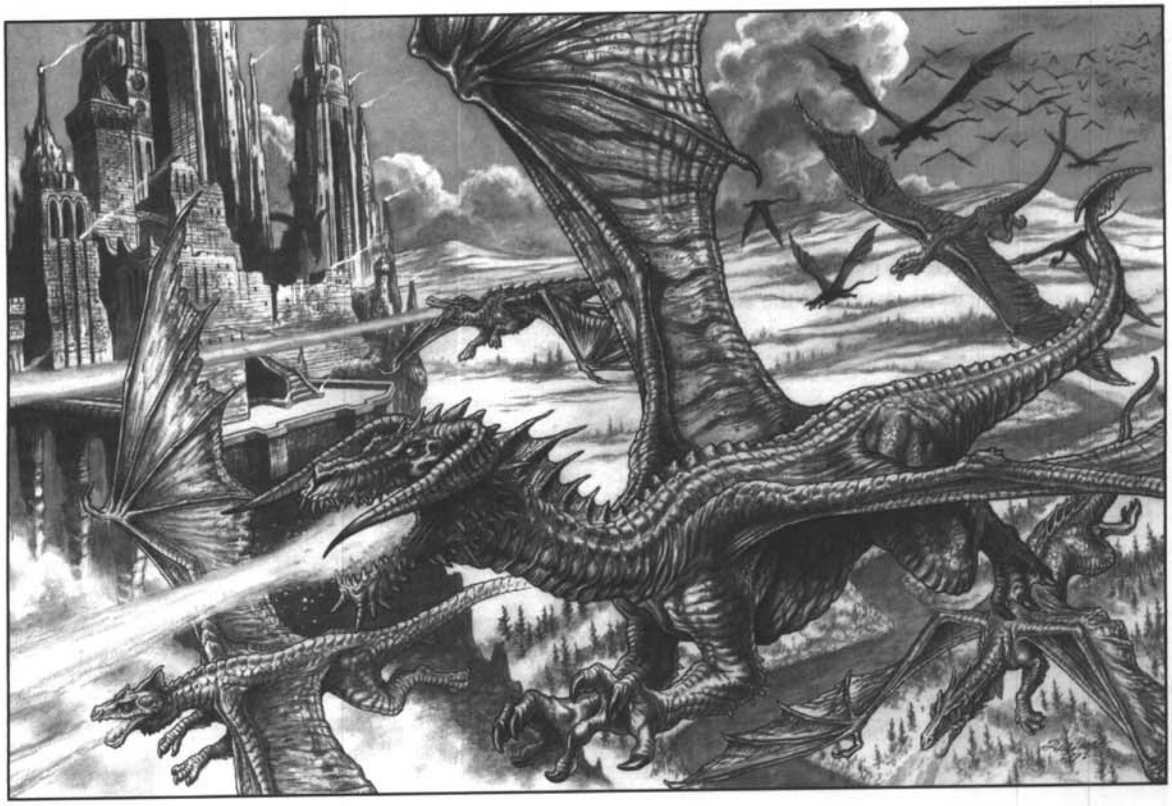
Once per day a dragon can choose to unleash a breath weapon attack of maximum potency. The dragon must not have used a breath weapon attack on any of the four previous rounds, and the energy expended in the attack will prevent the dragon from being able to use another breathe attack for at least another eight rounds, at which time the standard d4 method is used to determine how many additional rounds the dragon must wait before it is able to use its breath weapon attack. Note: dragons with more than one breath weapon are unable to use any of their breath weapon attacks in the four rounds before, or the eight rounds following the maximised attack.

Specific Targeting Breath Attack

A dragon may opt to choose specific targets instead of blanketing the usual area of effect with its breath attack. The dragon may select up to four individual creatures to target in a 90 degree arc as long as they are within the normal maximum range of the attack and belch forth small bursts of its breath weapon. Each target may add one to the Ref save for each creature targeted. Example: If the dragon selected four targets in a round, each would get a bonus of four on his save roll. If the save is successful, no damage is taken. Specific targeting breath attack is a full round action.

Stomp

Prerequisites: snatch
By succeeding in a claw attack the dragon can tread upon and automatically pin a creature four or



more sizes smaller than itself. The creature is pinned until the dragon moves or uses the pinning claw to make another attack. While pinned the creature automatically suffers claw damage plus three times the dragon's strength bonus each round. A pinned character can escape by succeeding in an opposed strength check; the dragon's size modifier is added to its roll.

TROLL FEATS

The following Feats are only available to Trolls

Body Incorporation (Troll)

The troll can attach severed body parts to other areas of its body.

Prerequisites: Regeneration, Body Link, Body Shaping, being reduced to half total hit points by self-inflicted damage.
Benefit: The same as Body Shaping, but the troll can reattach severed body parts just about anywhere on its body.

Body Link (Troll)

The troll can retain control over its severed body parts.

Prerequisites: Regeneration, being reduced to half total hit points by self-inflicted damage.
Benefit: A troll with this feat could cut off its left hand, fling it at an enemy, and attack that enemy with its severed hand, or a decapitated troll could continue attacking with its body as long as the head could see the battle area. While exerting control over its severed members, the troll also suppresses the regrowth of the missing limb, so that it can be reattached at a later time. As long as the troll concentrates on controlling its separated body parts, they count as being 'alive', thus not decaying.
Special: If the troll has Blind-Fight, it can still fight even if it cannot see what its body is doing.

Body Shaping (Troll)

The troll can reattach severed limbs to its body and still regrow new ones.

Prerequisites: Regeneration, Body Link, being reduced to half total hit points by self-inflicted damage.
Benefit: By both regrowing severed body parts and reattaching the old ones, a troll can add additional limbs and enhance its combat abilities. A troll with this feat could add extra arms to its body and later learn the multiattack feat, or even add a second head. Whole arms could be grown next to each other at the shoulder, or a pair of forearms could extend from one elbow, depending on how the original limb was severed. A second head is always placed right next to the other one, facing the same direction.

Graft Bone (Troll)

The troll can graft severed pieces of its own bones back into its skeleton.

Prerequisites: Regeneration, being reduced to half total hit points by self-inflicted damage.
Benefit: The troll can take severed bones from its own body, sharpen the ends, and fuse them back into its body by plunging the bone shards into its flesh until they hit bone. Trolls can, in this fashion, craft sharp bone spikes on their bodies that can be used as natural weaponry. Typically, a troll with this feat adorns the outer edges of its arms, its elbows and knees, and possibly even its skull, with these shards. Bone spikes allow trolls to deal 1d6 points of base piercing damage (modified by the troll's Strength bonus; usually +6) with each successful grapple attack. Trolls with makeshift bone 'horns' can gore their victims for a like amount of damage.

Total Pain Insensitivity (Troll)

The troll can 'switch off' its pain sensors.

Prerequisites: Regeneration, suffering damage at least twice per week during a period of ten years.
Benefit: The troll can ignore pain effects from such spells as *symbol of pain* and the *sicken* version of *eyebite*. It gains immunity to pain-based magic from items like *pipes of pain* and *robes of vermin*. The troll is immune to death by massive damage.

FEATS OF POWER

Feats of power presents a selection of metamagic feats, those metamagic feats that are specifically noted as being usable by only an arcane or divine caster can be found in the Feats of the Arcane or Feats of the Divine chapters.

METAMAGIC FEATS

Some spellcasters choose spells as they cast them. They can choose when they cast their spells whether to use metamagic feats to improve them. As with other spellcasters, the improved spell uses up a higher-level spell slot. If its normal casting time is 1 action, casting a metamagic spell is a full-round action for a spellcaster that chooses spells as they cast them. For spells with a longer casting time, it takes an extra full-round action to cast the spell.

Spontaneous Casting and Metamagic Feats: Clerics spontaneously casting cure or inflict spells can cast metamagic versions of them. Casting a 1-action metamagic spell spontaneously is a full-round action, and spells with longer casting times take an extra full-round action to cast.

Effects of Metamagic Feats on a Spell: In all ways, a metamagic spell operates at its original level even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed (unless stated otherwise in the feat description). The modifications made by these spells only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Multiple Metamagic Feats on a Spell: A spellcaster can use multiple metamagic feats on a single spell. Changes to its level are cumulative.

Magic Items and Metamagic Spells: With the right item creation feat, a character can store a metamagic spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher, metamagic level. A character doesn't need the metamagic feat to activate an item storing a metamagic spell.

Counterspelling Metamagic Spells: Whether a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

Arcane Shaper (Metamagic)

You can shape a prepared spell into another effect.

Prerequisites: Quicken Spell.

Benefit: You can change any prepared spell into another spell that you know (but do not necessarily have prepared). The new spell must be at least two levels lower than the spell you are shaping.

Area Control (Metamagic)

You can control exactly the spread of an area spell.

Benefit: When you cast an area spell, you can select certain spaces under the area and declare that they are not to be affected. Creatures in this space avoid the spell's effect. An Area Control spell uses up a spell slot two level higher than the spell's actual level.

Bounce Spell (Metamagic)

You can use other creatures' bodies as the source of any spell you cast.

Prerequisites: Enlarge Spell.

Benefit: The character casts a spell at a primary target within the spell's normal range, but instead of being affected, it becomes the new source of the casting. The character chooses a secondary target, and the spell goes off as if the primary target was the spell's caster, calculating range and line of effect from that point. The spellcaster must still be able to see the secondary target. A bounced spell uses up a spell slot two levels higher than the spell's actual level. The visual effect of a *fireball* ricocheting off an ally into the true intended target can be very impressive.

Chain Spell (Metamagic)

You can cast spells that arc to secondary targets.

Benefit: Even though the spell *chain lightning* has come into popular use as a spell in its own right, its origins lie in the use of this feat and the spell *lightning bolt.* This feat allows the caster's spells to arc from target to target. Only spells with an area of 'ray' or 'cone' are affected by this feat (Games Master's discretion to allow other spells to be used as well). Spells with an area of 'cone' become rays when cast with the chain spell feat.

Provided that the caster succeeds at his ranged touch attack, the chained spell hits a primary target first. Once the spell hits the primary target, secondary rays then arc from the primary target to hit a number of secondary targets. The caster may generate a maximum number of secondary rays equal to his caster level. The caster makes a ranged touch attack as normal to strike each secondary target. The caster may choose which secondary targets he hits, but they must all be within 30 feet of the primary target. While more than one secondary bolt may be targeted at a secondary target, the target will only suffer the results of one secondary bolt no matter how many succeed in striking him. The caster may choose to affect fewer secondary targets than the feat allows.

The primary target is affected by the spell as normal, but secondary targets half damage (or effect) from the spell. If the spell causes an effect other than damage, the secondary target receives +4 to any applicable save. For example, a chained *disintegrate* spell's secondary targets would receive +4 to their saving throw, and the characters would suffer only half damage from a failed save.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

Channel Touch Spell (Metamagic)

You can cast a touch spell through your melee weapon.

Benefit: You can cast any of your touch spells through a held melee weapon, allowing you to make a standard armed attack and inflict normal weapon damage plus the effect of your spell on a successful strike. Casting the spell is still a standard action (unless you have the Quicken Spell feat) and you must wait until your next attack action in order to make your armed attack. When resolving your attack, compare your attack roll against your target's normal Armour Class and Armour Class against touch attacks. If your attack roll fails to beat the target's normal Armour Class but beats his or her Armour Class against touch attacks, the spell is discharged normally but the weapon inflicts no additional damage. Casting a touch spell in this manner uses up a spell slot one level higher than level of the spell cast.

Once the spell is cast your melee weapon holds the charge of the spell exactly as if the spell had been cast in the normal manner. You cannot pass a charged weapon to another character as doing so discharges your spell. Likewise, the spell dissipates (without discharging) if the weapon is ever thrown or leaves your hand.

Normal: You can discharge a touch spell as either a touch attack (no armour, shield or natural armour bonus to Armour Class) or a normal unarmed strike.

Concentration Spell (Metamagic)

You can extend the duration of your spells through concentration.

Benefit: You can maintain a spell with a duration longer than one round through concentration. You must start concentrating right after casting the spell, and, for as long as you keep it up, need not count time off the spell's duration. After you stop maintaining the spell, it's normal duration resumes and then terminates as usual. You cannot use this feat to maintain a spell past ten times normal duration nor can you resume concentration. A Concentration Spell uses up a

spell slot one level higher than the spell's normal level.

Cone Control (Metamagic)

You are able to direct any spell or breath weapon with an area of effect of 'cone' at specific targets rather than covering an area.

Prerequisites: The ability to use a breath weapon or cast an offensive spell with a 'cone' area of effect, Spellcraft 15 ranks.

Benefit: When this feat is used, the prepared spell or breath weapon no longer has a 'cone' area of effect. Instead, the caster/ breather may direct a blast of the attack at one target for every 5ft of the cone's maximum length. Thus, if a breath weapon had a maximum width of 25ft, up to five creatures could be targeted with this feat. This feat does not increase the range of the spell or breath weapon- all targets must still be within the spell's range.

All targets are allowed saves and are otherwise treated exactly as if they had been caught in the blast of a cone spell or breath weapon. Preparing a spell with this feat uses up a spell slot one level higher than the spell's original level; if this feat is used to enhance a breath weapon, it doubles the amount of time that must pass between uses of the breath weapon.

Controlled Burst (Metamagic)

You have greater control over burst spells.

Benefit: When casting burst-based area of effect spells, you can reduce the affected area in increments of 5 ft. You have total control over the radius, but not the direction. A controlled burst spell takes up a spell slot one level higher.

For example: Using this feat, you can cast a small fireball into a square next to you without having it impact you or your comrades.

Dance the Spell (Metamagic)

Through your fluid skill at dance, you may substitute a verbal or material component for a somatic component and possibly a longer casting time.

Prerequisites: Perform (dance) 6 ranks.

Benefit: When a spell is danced, the caster may replace a verbal or material component for a somatic component. If the spell already has a somatic component, the casting time of the spell is increased by one increment, such that if the spell can normally be cast in 1 action, the spell would now require a full-round action. However, if the spell had no prior somatic component, then the casting time is not increased. Spells with material components having a listed gold piece price cannot be danced to replace the material component of the spell, although the verbal may be replaced. Dancing spells do not increase the spell level of the spell.

Destructive Force (Metamagic)

You can increase the damage limitations of certain spells.

Benefit: You can raise the damage cap of capped spells by two die (assuming you are of sufficient level to do so). A Destructive Force spell takes up a spell slot of one level higher.

For example: A fireball spell is capped at 10d6 (at 10th level). Using this feat, a 15th level caster could instead do up to 12d6 points of damage.

Note: This feat can be used with any spell having a damage cap expressed in the spells description. A damage cap can be identified by a statement similar to 'deals xdx points of x damage per caster level (maximum xdx)'.

Empower Spell (Metamagic)

You can empower your spells to have a greater effect.

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc. , as appropriate. Saving throws and opposed rolls (such as the one the character makes when the character casts *dispel magic*) are not affected. Spells without random variables are not affected. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Encompassing Spell (Metamagic)

You can make a spell encompass a much larger area than normal.

Prerequisites: Enlarge Spell, Grow Spell.

Benefit: The character can increase a spell's area or number of targets affected by two or a higher multiple. The first multiple uses up a spell slot three levels higher than the spell's actual level, but the spellcaster may increase it further by using up an extra two spell slots for each progression. For example, *alarm* is a 1st level spell that covers a 25 foot radius emanation (normal x1 multiple). An encompassing *alarm* is a 4th level spell that covers a 50 foot radius emanation (x2 multiple), and it can be modified further, affecting a 75 foot radius emanation (x3 multiple) by using up a 6th level slot. Spells with a personal effect or that target only a single creature are not affected.

Energy Preservation (Metamagic)

Your fire and electricity based spells are unchanged when cast underwater.

Benefit: Spells with the fire or electricity descriptor that are enhanced with Energy Preservation work normally when cast underwater. In addition, fires started by a spell enhanced with this feat are more stubborn, requiring double the normal amount of time to extinguish. For example, objects ignited by a *burning hands* spell require two full-round actions to extinguish, rather than one.

Preparing a spell with the Energy Preservation feat requires a slot one higher than the spell's actual level.

Enlarge Spell (Metamagic)

You are able to cast your spells at a greater range.

Benefit: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Expand Spell (Metamagic)

You can cast spells with a larger area of effect

Benefit: An Expanded spell has its area of effect increased by +5 ft. to all dimensions. This feat does not affect spells without an area of effect stated in spatial terms. Areas of effect of 'personal' or 'touch' or no arealisted are not affected. If the spell specifies numbers of targets, that number is not affected (see Empower Spell). An Expanded spell takes up a spell slot two levels higher than the spell's actual level.

For example: Burning hands (1st level) affects anyone in a semicircle burst of flames 10 ft. long, starting at the caster. Expanded burning hands (3rd level) affects anyone in a semicircle burst of flames 15 feet long, starting at the caster.

Extend Spell (Metamagic)

You are able to cast spells that last twice as long as normal.

Benefit: An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Farcasting (Metamagic)

You have mastered the art of casting spells at extreme ranges.

Prerequisites: Enlarge spell

Benefit: You are able to increase the range of any spell that you can cast by 100 ft. by expending an

additional spell slot at the time the spell is cast. This feat may be used more than once per casting as long as the additional spell slot is expended for each use. Its effects are cumulative with those of Enlarge Spell, if used.

Fast Spell (Metamagic)

Decreases the casting time of your spells.

Benefit: A Fast Spell has it's casting time halved, to a minimum of one action. This is only a benefit for spells that normally have a long casting time. A spell with a casting time of 'one full round' now takes a standard action to cast. A spell with a casting time longer than one round has it's casting time halved. A Fast Spell uses up a spell slot one level higher than the spell's actual level.
Notes: For a spontaneous spellcaster such as a sorcerer or bard, the metamagic rule still cuts in and changes the standard action into a full-round action, which is still not the same as a 1 full-round casting time.

Fire to Ice (Metamagic)

You are able to transform fire spells into cold spells.

Prerequisites: Ability to cast arcane or divine spells with a fire based component.

Benefit: You may prepare and/or cast any fire-based spell as a cold spell with similar range, area of effect and damage. Casting a spell in this manner uses up a spell slot one level higher than the normal spell

Special: It is blasphemous for a divine spellcaster that follows a deity with access to the Fire domain to select this feat.

Giveaway Spell (Metamagic)

You give away control over a spell.

Benefit: You transfer the control over a spell to another willing creature that you touch at the time of casting. This changes the beneficiary of spells such as *charm person* or transfers the control of a spell such as *levitate* or *flaming sphere*. Read you in the spell description as the beneficiary of the giveaway spell. This does not work on spells with a Personal range. You may still select yourself as the beneficiary, in which case this feat has no effect beyond increasing the level of spell slot.

Special: In all other ways, the spell functions as normal; save DC and level-dependent functions are based on your abilities. You still make all the decisions inherent in casting the spell, such as what the (initial) target is, but if the effect can be moved (for example flaming sphere), the creature in control decides how. You must still be the once concentrating to maintain a concentration spell, but the beneficiary can opt to end a dismissable (duration notation '(D)') or concentration spell at his whim. A Giveaway Spell uses up a spell slot one level higher than the spell's actual level.

Greater Held Charge (Metamagic)

You have mastered your body's ability to hold a magical charge

Benefit: You can hold a charged touch spell and still cast a spell. The charge may not be released in the same round as the new spell has been cast, but you do maintain the charge. The number of times this feat can be used while a specific spell is charged is equal to the caster's Constitution modifier. Once you have cast that many additional spells, if you cast another, the charged spell dissipates as normal. Spells cast using this feat take up a spell slot one level higher.

Normal: If you are holding a spell charge for a touch attack and cast another spell, the spell charge for the touch spell dissipates.

Note: Casting another touch spell will override this feat. You are only considered 'armed' when you attempt to use the touch attack itself, otherwise, you will draw an attack of opportunity as normal. If you fail a concentration check while maintaining this charge, the charge will fail normally.

Grow Spell (Metamagic)

Your spells can affect a greater area or number of targets.

Benefit: A grown spell has its area or numberof targets affected increased by one-half. Spells with a personal effect or that target only a single creature are not affected. A grown spell uses up a spell slot two levels higher than the spell's actual level.

Hardened Spell (Metamagic)

When you cast a spell from a school for which you have selected the Spell Focus feat, you may make that spell more difficult for opposing spellcasters to counterspell or disrupt.

Prerequisites: Spell Focus in the appropriate school.

Benefit: If the same spell or a reverse effect spell is used as a counterspell to your Hardened Spell, the counterspell is ineffective. If *dispel magic* or a similar spell or effect is used as a counterspell, the DC for the dispel check is increased by +4. If you are forced to make any Concentration checks while casting the Hardened Spell, your rolls for those checks gain a +2 bonus.

Special: You may take this feat multiple times. Each time that you take his feat, you get an additional +2 bonus to the DC of the dispel check and an additional +2 bonus to your Concentration checks when and as appropriate.

Heighten Spell (Metamagic)

You are able to cast spells as if they were of a higher level.

Benefit: A heightened spell has a higher spell level than normal (up to 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DC and ability to penetrate a *minor globe of invulnerability*) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Hide Spell (Metamagic)

You can cast evocation spells that are invisible and inaudible.

Benefit: This feat cloaks audible and visual manifestations of evocations. The senses of touch, taste and smell are unaffected. For instance, the bead that ignites a hidden *fireball* will be invisible, and the explosion it generates will not be seen or heard. The feat could also hide the sight and sound of a *wall of fire*, although anyone who approached it would feel the heat. Only the manifestation of the spell is hidden, not its casting components or its effects. A party of adventurers might feel the caravan they are guarding suddenly explode, and they would certainly hear people screaming as they burned, but the adventurers would nor see or hear the hidden *fireball* that caused the carnage. Use of this feat eliminates any Reflex save bonus gained from Dexterity unless the victim possess uncanny dodge (see rogue special ability). This feat applies only to spells from the Evocation school of magic. A hidden spell uses up a spell slot two levels higher than the spell's actual level.

Hole in the Middle (Metamagic)

You can create a hole in an area spell to avoid being affected.

Benefit: When you cast an area spell in such a way that you are in the area affected, you can create a hole in the area around yourself to avoid being affected by your own spell. Anyone who occupies your square (for example grappling you or being small enough to fit between your feet or on your shoulder) is also unaffected. A Hole in the Middle spell uses up a spell slot one level higher than the spell's actual level.

Imbue Weapon Strike (Metamagic)

You can channel a touch spell into your weapon in a split second, allowing you to cast a spell as you make an attack.

Prerequisites: Channel Touch Spell.

Benefit: If a spell has a listed range of touch, you may cast the spell on a weapon, as per the Imbue Weapon metamagic feat. In addition, you may rapidly channel the spell into your armament, allowing you to cast your spell as a move-equivalent action that does not draw an attack of opportunity. Thus, you may cast a touch spell, transfer it to a weapon, and make an attack with that weapon in the same round. You may only use this feat with a spell that lists its range as touch. A spell prepared with this feat takes up a spell slot two levels higher than the spell's actual level.

Impact Spell (Metamagic)

Your damage-causing spells get extra benefit from the Heighten Spell feat.

Prerequisites: Arcane spellcaster, Heighten Spell.

Benefit: If you prepare a damage causing spell with a higher than normal level using the Heighten Spell metamagic feat, the maximum number of damage dice may be increased. If the spell causes damage to one creature, or must be split among multiple creatures (e.g. *magic missile*), the revised maximum dice allowed is given in the second column (Single). If the spell causes damage to any creatures that fall within its area of effect (e.g. *fireball*), refer to the third column (Multiple) for the revised maximum dice allowed. Using this feat adds another level to the spell on top of the addition for the use of the heighten spell feat.

New	Creatures Affected	
Level	Single	Multiple
2nd	10	5
3rd	10	10
4th	15	10
5th	15	15
6th	20	15
7th	20	20
8th	25	20
9th	25	25

This table is duplicated in part from *Core Rulebook II.* It ignores the entry for 1st level.

Lasting Spell (Metamagic)

You can make a spell last for much longer than normal.

Prerequisites: Extend Spell, able to cast 3rd level or higher arcane spells.

Benefit: The character can change a spell's duration to one or more time units higher. The time units are round, 1 minute, 10 minutes, hour, day, week, month, year, decade and century. The first progression uses up a spell slot three levels higher than the spell's actual level, but the spellcaster may extend it further by using up an extra spell slot for each progression.

For example: alarm is a 1st level spell that lasts 2 hours per caster level. A lasting alarm is a 4th level spell that lasts 2 days per caster level, and it can be modified further, lasting 2 weeks per caster level by using up a 5th level slot.

Spells with a concentration, instantaneous, or permanent duration are not affected by this feat.

Learned Metamagic (Metamagic)

Through hard work, study and dedication, you have learned to combine your arcane knowledge with your innate spellcasting ability, enabling you to prepare certain metamagic spells.

Prerequisites: Ability to cast arcane spells without preparation (like a bard or sorcerer), Int 13+, Spellcraft 8+, Knowledge (arcana) 8+ ranks, any Metamagic feat.

Benefit: You can prepare metamagically-enhanced versions of spells that you know exactly like a wizard. Prepared Metamagic spells take up a spellcasting slot of the appropriate level (against a bard or sorcerer's spells per day) until cast, per the base spell and metamagic feat used to augment it. This spell slot cannot be used to cast another spell without wasting the prepared Metamagic spell. Only spells known by the bard or sorcerer can be prepared in this fashion, and preparing a Metamagic spell takes a minimum amount of time equal to 15 minutes plus the enhanced levels of the spells prepared. A prepared Metamagic spell is cast exactly as if the spell were cast by a wizard, per the normal casting time of the base spell, and once cast the Metamagic spell cannot be recast without being prepared again.

Normal: Bards and sorcerers do not normally prepare spells

Special: This feat does not provide knowledge of any other Metamagic feat.

Maximise Spell (Metamagic)

You are able to cast spells to their maximum effect.

Benefit: All variable, numeric effects of a maximised spell are maximised. A maximised spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc. as appropriate. Spells without random variables are not affected. A maximised spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximised spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Metaspell (Metamagic)

You can learn metamagically-enhanced spells instead of standard spells.

Prerequisites: Ability to cast arcane spells without preparation (like a bard or sorcerer).

Benefit: When you gain new spells, you have the option of learning a metamagically-enhanced spell in place of another spell of the appropriate level. This spell takes up a spell-slot appropriate for the normal level of the spell, modified by the metamagic feat used to augment the spell. You do not need to know the base spell nor the Metamagic feat used to modify the spell in order to use this feat. Once a metamagically-enhanced spell is learned in this manner, you cannot cast the spell without its metamagic enhancement, though you can augment the spell in standard fashion with additional Metamagic feats. A Metamagic spell learned in this fashion is cast as if the spellcaster were a wizard, without increasing the time needed to cast the spell.

For example: A sorcerer normally gains a 5th level spell on attaining 10th level. Instead of learning a standard 5th level spell, a sorcerer with the Metaspell feat could learn an Empowered fireball spell (3rd level spell +2 spell levels for the Empower feat).

Mindless Effort (Metamagic)

You can continue to maintain a concentration spell for a limited time without concentrating on it

Prerequisites: Concentration 10 ranks.

Benefit: A concentration based spell cast using this feat can continue to function without concentration for a period of rounds equal to your

primary ability modifier. If there is already a modifier to the duration of the spell once concentration has ceased, you may add your modifier to that duration. This spell takes up a spell slot one level higher.

Powerless Spell (Metamagic)

You can prepare or cast a spell for use as a counterspell.

Benefit: You can cast a spell in such a way that it has no effect beyond a simple light show, an obviously powerless version of the real thing with an instantaneous duration and no lasting effect. A *fireball* would only be a billowing cloud of hot air, a *lightning bolt* would become an obviously powerless, but still impressive, display of static. This allows you to show people that you have a powerful spell without expending a high-level spell slot, but the main use is in counterspelling. As it is the spell itself and not the effect that causes counterspelling, such a spell would have very little effect on the real world, but could still be used to counterspell. By giving up the entire spell effect, you make the spell easier to prepare and cast, so that a spell takes up a spell slot two levels lower, but never lower than level zero.

Special: Spells whose effects are to negate or counterspell magic still lose their effect. So a powerless *dispel magic* can only be used to counterspell another *dispel magic* spell; it cannot be used as an attempt to counterspell any other spell (as that is the effect of a *dispel magic* spell, lost through the Powerless Spell feat). Nor can a powerless *darkness* spell be used to counter a *light* spell, for the same reason.

Rapid Scribing (Metamagic)

You are able to scribe scrolls you know at a very rapid pace, provided you are willing to sacrifice more experience to accelerate the process.

Prerequisites: Scribe Scroll feat.

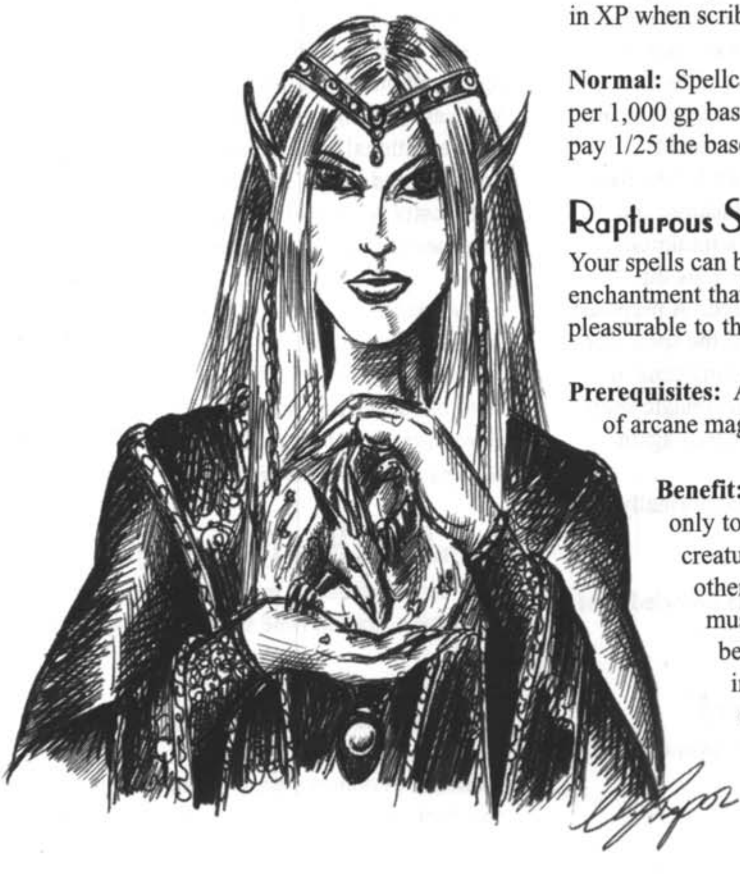
Benefit: When determining how long it takes to scribe a scroll, you must spend one day per 2,000 gp in the scroll's base price. For spells that cost less than 2,000 gp, you may scribe multiple scrolls in the day, provided their total value does not exceed 2,000 gp and you scribe a number of scrolls no greater than your intelligence modifier in a single day. You must pay 1/15th the base price in XP when scribing scrolls at this faster rate.

Normal: Spellcasters normally require one day per 1,000 gp base value of a scroll to scribe it and pay 1/25 the base price in XP.

Rapturous Spell (Metamagic)

Your spells can be prepared or cast with an enchantment that makes their effects extremely pleasurable to the target.

Prerequisites: Access to the Enchantment school of arcane magic or the Charm domain.



Benefit: Rapturous Spell can be applied only to spells that affect a target creature. In addition to the spell's other effects, the target of this spell must make a Will save against it or be stunned for one round due to intense pleasure. This is a mind-affecting, compulsion effect. A Rapturous spell takes up a spell slot 2 levels higher than the spell's actual level.

Ready Spell (Metamagic)

You can bring a prepared spell one step closer to completion without actually casting it. This allows you to discharge a spell with a much shorter, easier completion method.

Prerequisites: Caster level 5+.

Benefit: You may partially cast a spell, summoning its energy but holding it in check until you choose to unleash it. Use a standard action to complete the spell, but instead of unleashing the energy you may release it as a free action. You may hold a spell in this manner for a total number of minutes equal to 5 plus your Constitution modifier. If you do not complete the spell before this duration, its energy dissipates harmlessly. If you take damage or encounter any other condition that would normally force you to make a Concentration check to cast a spell, you must make the skill check. If you fail, your readied spell immediately discharges. If the spell has an area of effect, it centres on you. Otherwise, the spell affects a randomly determined, eligible target in your line of sight or discharges in a random direction if the spell appears as a cone, semicircle, or other directional area. On a combat grid, designate each side of the caster's space with a number from 1 to 4 and roll 1d4 to determine where the spell fires. A spell prepared with this feat takes up a spell slot two levels higher than the spell's actual level. As holding a spell takes a certain amount of concentration, you may not cast another spell while holding a spell.

Quicken Spell (Metamagic)

You are able to cast spells in an instant.

Benefit: Casting a quickened spell is a free action. The character can perform another action, even casting another spell, in the same round as the character casts a quickened spell. The character may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level.

Restore Effort (Special)

A spell that has been cast using the Mindless Effort feat may be resumed

Prerequisites: Mindless Effort.

Benefit: You may resume concentration of a spell that was cast using the Mindless Effort Metamagic feat. You must resume the spell before it expires or the duration ends.
Special: Spells cast using this feat are still limited by the normal duration of the spell cast.

Restrain Spell (Metamagic)

You can make your combat spells have non-lethal effects.

Prerequisites: Spellcraft 8 ranks.

Benefit: The character can make any of his spells that deal hit point damage deal subdual damage instead. A restrained spell uses up a spell slot one level higher than the spell's actual level.

Ritual Spell (Metamagic)

Cast a spell as a six-hour ritual.

Benefit: A spell with a normal casting time of ten minutes or less can be cast as a ritual with a casting time of six hours. The ritual also requires a number of (unskilled) helpers equal to the spell level and must be conducted in a suitable place appropriate to the spell, such as a temple or wizard's sanctum. The benefit is that the spell takes up a spell slot one level lower than normal.

Special: If you have an appropriate sacrifice, perform the ritual at the right time in the right place, have an artifact or item of power or the ritual fits in the story, the Games Master may reduce the required spell slot even further. Recommended for evil non-player characters, whose terrible rituals the players must stop.

Notes: This is particularly useful to divine spellcasters, who know high-level spells but normally just cannot cast them. Many cleric spells do well as rituals. Wizards can learn spells of a level they cannot normally cast, but must scribe them using the standard rules, not take them for free when they go up in level. Sorcerers and bards can never learn spells that they cannot normally cast, and thus find this feat almost useless.

Silent Spell (Metamagic)

You are able to cast spells silently.

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components

are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this Metamagic feat.

Sing the Spell (Metamagic)

Your voice when singing holds prisoner the powers of magic.

Prerequisites: Perform (sing) 6 ranks.

Benefit: When a spell is sung, the caster may replace a somatic or material component for a verbal component. If the spell already has a verbal component, the casting time of the spell is increased by one increment, such that if the spell can normally be cast in 1 action, the spell would now require a full-round action. However, if the spell had no prior verbal component, then the casting time is not increased. Spells with material components having a listed gold piece price cannot be sung. Sung spells do not increase the effective level of the spell.

Slow Spell (Metamagic)

You can cast spells more slowly to gain power.

Prerequisites: Any Metamagic feat.

Benefit: Any spell with a casting time of a normal action or less now has a casting time of a full round. The benefit is that the spell takes up a spell slot one level lower than normal. A spell can never become less than it's original level through this feat, but the level modification for this feat can be used to offset the level increase from other metamagical feats.

Notes: A sorcerer or bard can use this feat, turning a full-action metmagical spell casting into a full round casting time spell (not the same thing).

Spell Affinity (Metamagic)

Through research, study, introspection or inspiration, a bard or sorcerer is able to learn more spells.

Prerequisites: Int 13+, ability to cast 1st level arcane spells without preparation.

Benefit: If a bard or sorcerer, you gain additional bonus spells based on your Intelligence modifier. These spells are added to your number of spells known; this feat does not increase the number of spells that you can cast per day.

Special: The bonus spells provided by this feat cannot be combined with the bonus spells provided by any other feat (based on ability score) except Cantrip.

Spell Chain (Metamagic)

You have learned how to make spells flow together into a greater, more powerful whole.

Prerequisites: Quicken Spell.

Benefit: You may cast two spells at once. The casting time of the spell chain is equal to the longer of the two spells chained together. If you have to make a concentration check during the casting of a spell chain, the DC of the check is based on the highest-level spell in the chain. Once casting is complete, all spells in the chain take effect normally.

Each spell in a spell chain uses up a slot two levels higher than the spell's actual level. All spells in a spell chain must be cast together.

Special: You may take this feat more than once. Each time you take this feat, you may add an additional spell to a chain. A character can chain together a maximum of one spell, plus one additional spell per point of intelligence modifier.

Stable Spell (Metamagic)

You need not concentrate to maintain spells.

Benefit: A stable spell does not need concentration. Any (C) note in the duration field is replaced with a (D) note instead, which allows you to end the spell at will. A Stable Spell uses up a spell slot two levels higher than the spell's actual level.

Special: If you want to control aspects of the spell, such as controlling the movement of an illusion, you must still concentrate while in control. If you do not concentrate, the spell effect will still remain, without changing in any way.

Still Spell (Metamagic)

You are able to cast your spells without making any gestures.

Benefit: A still spell can be cast with no somatic components. Spells without somatic components are not affected. A Still Spell uses up a spell slot one level higher than the spell's actual level.

Strafing Cone/Ray (Metamagic)

You can cover a larger area with your cone and ray spells.

Benefit: The caster turns his hands as he releases a ray or cone spell, targeting more creatures with it. It starts with the furthermost target and, for every additional target outside the ray or cone's normal effect he wants to hit, all targets enjoy a +2 dodge bonus to their saving throws. The caster decides how many additional creatures he wants to target, and the targets cannot be outside a 180° arc in front of him. A strafing spell uses up a spell slot one level higher than the spell's actual level.

Normal: Rays and cones have a specific area of effect.

Stylise Spell (Metamagic)

You can add illusionary elements to your spells that make them more spectacular, but not more powerful.

Prerequisites: Access to the Illusion school.

Benefit: You can subtly change the appearance, sound, taste or smell of spells you cast. The changes to the spell must not have any appreciable game effect outside of making the caster seem impressive. For instance, making a wall of fire appear as something that isn't hot and dangerous would be out of the question, but having it whisper your name would be acceptable. The effects of this spell should never make something dangerous seem less so or something safe seem dangerous. It should never change the apparent area of effect of the spell, disguise the spell in any way, or simulate the appearance of another spell.

Note: The Games Master should be careful not to allow the caster to gain a practical benefit from this feat aside from personal reactions of spectators.

Subtle Spell (Metamagic)

You know how to disguise the use of material, verbal, and somatic components; thus making your spell casting difficult to recognise.

Prerequisites: Spellcraft skill.

Benefit: When you cast a subtle spell those who could observe you must make a Spot check opposed by your Spellcraft check to identify that you are casting a spell. A subtle spell uses up a spell slot one level higher than the spell's actual level.

Normal: Without this feat spell casting is automatically recognized as spell casting.

Notes: Casting a subtle spell still draws an attack of opportunity. If the person taking the attack of opportunity fails the opposed Spot check they still get the attack of opportunity but do not know why you let your guard down.

Touch to Ray (Metamagic)

You can cast touch spells as ranged touch attacks.

Benefit: Any touch spell can be prepared and/or cast as a ranged touch attack with a range of close (25 ft. + 5 ft. for every 2 full caster levels). A touch spell prepared or cast in this manner uses up a spell slot two levels higher than the spell's actual level.

Transfer Spell (Metamagic)

You can cast personal effect spells on others as touch spells

Benefit: A Transferred spell has a range of Touch and is treated as a touch attack. In this way you can cast a spell with a range of Personal and use it on another person. This feat has no effect on spells with a range other than Personal. The target of the spell must accept the spell voluntarily. A Transferred spell takes up a spell slot one levels higher than the spell's actual level.

For example: Divine favour (1st level) allows the caster to call upon the Strength and Wisdom of a deity for luck bonuses to his own hit and damage rolls. Transferred divine favour (3rd level) allows the caster to call upon the strength and wisdom of a deity for luck bonuses to hit and damage rolls and bestow them upon a touched target (probably of the same faith).

Trick Spell (Metamagic)

Opposing spellcasters cannot identify your spells.

Prerequisites: Spell Focus.

Benefit: The DC for others to identify the name or school of a Trick Spell is increased by +4. Trick Spells cannot be counterspelled normally. *Dispel magic* can be used per its description to counterspell a spell prepared as a Trick Spell.

A spellcaster must have Spell Focus in the school of the spell that he or she wishes to prepare as a Trick Spell. A Trick Spell uses up a spell slot one level higher than the spell's actual level.

Virus Spell (Metamagic)

You can make the victims of your spells become carriers of its effects, 'transmitting' them to anyone they come in contact with.

Benefits: Any nondamaging spell that targets a single creature can be prepared or cast with Virus Spell. A creature affected by a Virus Spell transmits the spell's effect by touch. The creature can not choose not to transmit; it occurs automatically.

If the spell has an instantaneous duration, the effect is transmitted only once by each victim and must be accomplished within one round per caster level or the Virus effect is lost. If the duration is longer, the spell effect can be transmitted once per round until the duration ends.

Each potential victim of the Virus Spell receives a saving throw against its effect, even if the original spell did not offer one. If the spell did not have a save, this defaults to Fortitude. Each victim can be affected, successfully or not, only once. Then they are immune to the touch of anyone under the effects of that Virus Spell.

Once a person has been successfully affected by the touch of a Virus Spell victim, he becomes a carrier in turn. The maximum number of creatures that can be affected by a Virus Spell is equal to the caster's level times itself. Thus, a 9th level caster can affect 81 people with a Virus *sleep* spell.

A Virus spell takes up a spell slot 4 levels higher than the spell's actual level.

FEATS OF SKILL

Feats of Skill presents those feats relating to skills, and much, much more. Class specific feats that do not fall into one of the other categories, feats usable by all spellcasters, general feats and non-combat related feats can all be found herein.

Additional Spell (General)

You are able to cast one additional spell per day.

Prerequisites: Spellcaster Level 1+.

Benefit: You can cast one additional spell per day of one spell level that you already know. Once chosen, the additional spell level cannot be changed.

Special: A character can take this feat more than once.

Aerobatics (General)

You are at home in the air. You understand the properties of wind resistance and aerodynamics and how to optimize your situation in the air.

Benefit: You improve your manoeuvrability class by one step when using any ability to fly. This includes flying mounts if you have the ability to guide them (e.g. Ride). You also increase your base flying speed by +5.

Aggressive Casting (General)

Changes defensive casting to be more aggressive.

Prerequisites: Concentration skill.

Benefit: When you cast a spell using defensive casting and fail the concentration check, you may opt not to lose the spell but instead trigger an attack of opportunity just as if you had cast the spell in the ordinary fashion.

Special: If you are hit by an attack of opportunity triggered because you failed the above concentration check, you must still make yet another concentration check or lose the spell because of the damage.

Agile (General)

Your fingers and limbs are particularly deft.

Benefit: You gain a +2 aptitude bonus on all Escape Artist checks and Sleight of Hand checks.

Alertness (General)

Your senses are particularly alert.

Benefit: You gain a +2 bonus on all Listen checks and Spot checks.

Special: The master of a familiar gains the Alertness feat whenever the familiar is within arm's reach.

Amazing Agility (General)

You have an innate sense of balance and always seem to land on your feet when falling from any height. Others will notice you move with a natural, almost sylvan-like grace.

Prerequisites: Balance 12 ranks

Benefit: You may always Take 20 on any Balance check, even for checks that would not normally allow it. Use of this feat is a free action.

Ambitious Leader (General)

You have focused on leading a small band or a large body of troops.

Prerequisites: Cha 13+, Leadership

Benefit: When a character selects this feat, he or she selects either the cohort option or the follower option. Any followers or cohorts gained through this feat are cumulative with those gained for Leadership, this feat, or other feats that grant followers or cohorts.

If you select the cohort option, you gain two cohorts. One has a maximum level as determined by your Leadership score. The second cohort has a maximum level two experience levels lower.

If you select the follower option, you gain 1½ times the number of followers specified by your Leadership score.

Special: A character may gain this feat multiple times, and the effects are cumulative.

Animal Friend (General)

You quickly form an empathic relationship with unintelligent animals, relying on your natural talent and charisma to form tight bonds with them. In particular, you are extremely adept at handling and training newborn creatures of all types, from dogs to dragons.

Prerequisites: Cha 13+.

Benefit: You gain a +2 competence bonus to Animal Empathy and Handle Animal checks.

Apothecary (General)

You have extensive knowledge of poisons and how to distil and manufacture them.

Benefit: You can create any poison following the craft rules using your Alchemy or Profession (herbalist) skills, with a DC equal to the save DC of the poison, except that each skill check represents one day's (rather than one week's) work. Many poisons require more expensive or rare components, as decided by your Games Master.

Special: You must have an alchemist's lab in order to create a poison.

Notes: Depending on your campaign, poison creation may be treated as a house rule based on your Alchemy or Profession (herbalist) skill, rather than a feat. Alternatively, enterprising Games Masters could create a Craft (poison) skill that accomplishes the same effect.

Arcane Expert (General)

Through study or experience, you are an expert on magical phenomena.

Benefit: You gain a +2 bonus to all Knowledge (arcana) and Use Magic Device checks.

Arcane Strike (Special)

You can deliver a touch spell via a melee attack with any weapon.

Prerequisites: Spellcaster level 1+.

Benefit: You may imbue a normal or magical melee weapon with one spell that you have prepared. The spell remains active for up to one round per level, after which time it dissipates harmlessly. If you hit a target with a successful melee attack with the weapon while it is charged, the spell is discharged in addition to normal damage. Only masterwork weapons may be so imbued, and a magical weapon can hold up to one spell per point of enhancement bonus. All spells stored in a single weapon are discharged upon the first successful melee strike. Only the character that cast the spell can cause the weapon to discharge in combat; the weapon functions normally for all other characters.

Arcane Ward (General)

You know special rituals and meditation techniques to protect yourself against the works of arcane magic.

Benefit: You gain a +2 luck bonus to all saving throws versus arcane magic. To receive this bonus you must have performed a 10-minute ritual or meditation trance in the last 24 hours.

Area of Expertise (General)

You have done tremendous amounts of research into a single area. Not only have you poured a lot of energy into the academic study of the subject, but you are also well connected to the current rumours and news concerning that topic.

Prerequisites: Int 13+.

Benefit: You gain a +2 competence bonus to Knowledge checks in your chosen field. In addition, when using Gather Information to uncover rumours connected to your area you gain a +2 competence bonus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you choose this feat, you gain it in a new area of study. You may choose any topic covered by a Knowledge skill for this feat.

Artisan (General)

You have a knack for learning Craft skills.

Prerequisites: At least 1 rank in three different Craft skills.

Benefit: You gain a +2 competence bonus on three different Craft skills of your choice. You must have at least 1 rank in each of the skills to which you choose to apply this bonus.

Astrologer (General)

You possess unique insight into the movements of the stars. With enough time and the proper materials you can predict auspicious days or recommend beneficial courses of action.

Prerequisites: Knowledge (astrology).

Benefit: You may make a Knowledge (astrology) skill check with a DC of 20 at the beginning of the day. If you succeed you may roll a d10 to determine the alignment of the stars during the next day. A result of 1 to 3 indicates an inauspicious day, 4 to 7 a normal day, and 8 to 10 an auspicious day. On inauspicious days the Games Master may require you to re-roll one successfully skill check. On auspicious days you may re-roll one unsuccessful skill check.

You can also make a Knowledge (astrology) skill check with a DC of 30 to determine when and where a child should be born to posses a specific birth sign. You can undertake this skill check at any time before or during the pregnancy.

Astrologic Magic (Special)

You know how to enhance your magic through careful observation of the moon, stars and planets.

Prerequisites: Spellcaster.

Benefit: You can increase your effective caster level by making a successful Knowledge (astrology) check versus a DC of 20. You are not permitted to Take 10 or 20 on this check, and retries are not permitted. A successful check increases your effective caster level by +1 for 24 hours.

Atheist (General)

Your disbelief in all things religious adds to your resolve when facing divine foes.

Prerequisites: You must not subscribe to any religion.

Benefit: You gain a +1 morale bonus to all Saving Throws against divine magic.

Bargain (General)

You are a skilled negotiator, renowned amongst other merchants, and will always strive for the very best deal in any transaction. Valued by your captain, you are able to keep the ship's hold filled with valuable cargo for long merchant voyages.

Prerequisites: Cha 13+.

Benefit: You gain a +4 competence bonus to all Profession (merchant) checks when buying or selling goods.

Beast Tongues (General)

You can speak no matter what your form.

Benefit: As long as you can produce sound, this feat allows you to speak, even if your form would not ordinarily allow it. This is applicable to monsters that normally lack speech or if you are polymorphed into such a shape. You can now speak any language you know and cast spells with

verbal components in any form. You can even sing and use bardic music in any form.

Blind Casting (General)

You are adept at casting spells against unseen opponents. Specialised training has taught you how to target spells using non-visual cues.

Prerequisites: Blind-fight

Benefit: When casting a spell that requires an attack roll, you can re-roll your miss chance roll once to see if you hit. The target of the spell must be within 15 ft. of you. If the target is further away than that, you do not get the chance to re-roll your miss chance. Invisible attackers do not receive a +2 bonus to hit you in melee, and you do not lose your Dexterity bonus to Armour Class when attacked by an invisible foe. Ranged attacks from invisible foes still receive a +2 bonus and negate any bonus to Armour Class your Dexterity grants you. You suffer only half the movement penalty for being unable to see, and darkness and poor visibility reduces your speed to only three-fourths your regular rate.

Bonus Spell Focus (General)

Choose one spellcasting class. You receive more bonus spells for that class.

Prerequisites: Spellcaster level 4+.

Benefit: You gain a +2 bonus to the appropriate ability score for the purposes of determining how many bonus spells you have available to you in the chosen class.

Special: You can gain this feat multiple times if you have multiple spellcasting classes. Each time you take this feat, it applies to a different class.

Bookworm (General)

You seem to have a knack for locating information needed when performing research

Benefit: Gain a +2 modifier to any research based activities conducted in a library or laboratory.

Special: This feat stacks with all skill and research enhancements applicable.

Born to Ride (General)

You are a natural in the saddle, no matter what kind of creature it is strapped on.

Prerequisites: Ride skill.

Benefit: You ignore the penalties to your Ride checks for riding a type of creature different from the one on which you learned to ride.

Normal: Characters have their ranks in Ride reduced by 2 when riding a different creature and by 5 with a very different creature from the type for which he chose his ranks.

Break Fall (General)

You have learned how to cushion the impact of a fall.

Prerequisites: Dex 13+, Climb skill, Tumble skill.

Benefit: You ignore damage suffered from the first 10ft of any fall (e.g. when you fall 20ft., you only suffer damage for 10). Furthermore, you may also voluntarily raise the DC of a Tumble check to further mitigate damage from a fall. For each +5 modifier you add to the Tumble DC, damage is taken as if the fall were 10 feet shorter (e.g. by adding a +10 modifier to the DC you could ignore up to 40 feet of falling damage). You must still succeed at your Tumble check or suffer the famage from the full distance fallen, minus the first 10 ft.

Brutal (General)

You are exceptionally tough and violent.

Benefits: You may use your Strength modifier in place of your Charisma modifier for Bluff, Gather Information and Intimidate checks.

Camouflage (General)

You have mastered the art of concealing objects and other creatures.

Prerequisites: Hide skill

Benefit: You can apply your Hide skill to objects or even other creatures as a standard action. Often this requires arranging scenery to provide superior concealment. All normal Hide modifiers, including size, apply. A creature hidden in this manner cannot move about without breaking concealment.

You can hide objects and weapons on a creature: use the size of the weapon to determine the hide modifiers. A pat-down search allows the use of the Search skill with a +10 circumstance bonus.

Campaigner (General)

You can sleep in heavy armour and other unpleasant conditions without suffering from fatigue

Benefit: You can sleep in any kind of armour for any amount of time without suffering fatigue penalties or discomfort. Other conditions such as sleeping on a hard surface, or with bed bugs, which are uncomfortable but not dangerous will likewise not prevent you from a good nights sleep.

Cantrip Mastery (Special)

You have mastered cantrips in a way that allows you to use them more freely.

Prerequisites: Caster level of 3+ , Knowledge (arcana) skill 5 ranks.

Benefit: Instead of picking and choosing cantrips (0th level spells) for the day, you can freely use any cantrip available to you (known or in your spellbooks) up to the total number of cantrips you can cast per day.

Cantrips (General)

Allow anyone to use 0-level arcane spells

Prerequisites: Int 13+, Knowledge (Arcana)

Benefit: Grants you the ability to know/ understand up to your Intelligence modifier's worth of cantrips (which you must locate/be trained in). You can use your selection of cantrips by preparing (as a wizard) and using one per day. Anyone trying to cast a spell (even though it's just 0-level) must meet all of the requirements and suffer all of the penalties associated with the use of arcane magics.

Special: This feat may be taken multiple times; however, no additional cantrips can ever be learned (past the individuals Intelligence modifier). Each additional time this feat is taken, the caster may prepare one additional cantrip per day. The total maximum number of cantrips that can be cast in a single day (regardless of the number of times this feat is taken), is also limited to the casters Intelligence modifier.

Cast-Iron Stomach (General)

You can consume the most unpleasant fare without so much as a second thought.

Prerequisites: Con 13+.

Benefits: You derive nourishment from spoiled food and can avoid dehydration by drinking seawater with few ill effects. By subsisting on these unusual provisions, you double the amount of time you can go without fresh food and water.

Normal: A character without this feat can go without food for three days, after which time he must make a Constitution check (Dc 10+ 1 for each previous check) or take 1d6 points of subdual damage. A character without this feat can go without fresh water for one day plus a number of hours equal to his constitution score, after which he must make Constitution checks as

described above, with similar results for failed checks.

Special: For this feat to take effect, you must have access to formerly edible foods and a supply of salt water. Otherwise you are just as vulnerable to starvation and dehydration as any other character.

Caustic Wit (General)

Your tongue is nearly as dangerous as your blade and you always have an insult at the ready.

Benefit: You receive a +2 competence bonus to any Intimidation skill checks and any Diplomacy checks where a clever insult can help, such as when haggling for a better price for your goods.

Chosen Animal (General)

You have a particularly strong affinity for a certain kind of animal.

Prerequisites: Animal Empathy skill.

Benefit: You gain a +4 competence bonus to Animal Empathy and Handle Animal checks with your chosen animal.

Cold and Cunning (General)

You are particularly good at cheating on people.

Benefit: You gain a +2 bonus to all Bluff and Pick Pocket checks.

Combat Casting (General)

You are skilled at casting spells in combat

Benefit: You gain a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Combat Co-ordinator (General)

Close attention to the ebb and flow of battle allows characters with this feat to co-ordinate the actions of their allies. This provides an advantage and presents openings that might otherwise be missed.

Prerequisites: Wis 15+, Base attack bonus of +6 or higher.

Benefit: With this feat, you are able to judge the likely actions of your opponents and instruct your allies in the best method of countering them. Using this feat requires a full round action to analyse the current melee. On the round following its use, provided that your allies can hear and understand your directions, all friendly forces receive a +1 to their attack rolls and are entitled to an additional free 5 feet of movement. Though these bonuses are not cumulative if the you continue to use this feet, they will persist as long as the feat is used and your allies can hear you.

Confirmed Cynic (General)

You have been around long enough to know that the only person with your best interests at heart is you.

Benefit: You receive a +2 bonus to Will saves against enchantments and a +2 bonus to Sense Motive checks.

Controlled Breathing (General)

You can hold your breath for much longer than most members of your race can.

Benefit: You receive a +4 bonus to your Constitution checks to avoid taking damage from suffocation, smoke inhalation, or drowning. You also receive a +2 bonus when making a Fortitude save against gas attacks.

Create Camouflage (General)

Gain the effects of concealment even when there is none

Prerequisites: Hide skill 5 ranks, knowledge of terrain used.

Benefit: You are so good at camouflaging yourself, that you can increase your level of concealment after 5 rounds of preparation. When there is no concealment around you, you gain the effects of one-quarter concealment (10% miss chance). When in a concealed position, you are concealed as if the level of concealment was one place better. When using this feat, you must make a successful hide check against a DC of 15 at the beginning of the encounter (before the enemy sees you). The DC is adjusted by the Games Master for factors involved in your effort to camouflage yourself, such as your starting appearance/dress and the terrain involved. Your Hide check can also be adjusted by taking more time to prepare.

Additional preparation time gains you a +1 modifier to your Hide check for every additional 5 rounds of preparation past the required 5 rounds (to a maximum of +5). Each round that you attempt to take an action while camouflaged, your opponents can attempt a spot check. This Spot check is an opposed check against the score of your Hide result. Once spotted, you lose the benefit of this feat against your opponent for the remainder of the encounter.

Cross-Class Learning (General)

You can learn a cross-class skill as if it were a class skill.

Benefit: You may choose a cross-class skill in which you have a certain knack. You may treat this skill as if it were a class skill.

Special: This feat may be taken multiple times, choosing a new skill each time. You are still limited by level + 3 for the maximum number of skill points you may spend on this skill.

Cross-Class Secrets (General)

You can learn a prohibited skill.

Benefit: Pick one exclusive skill that is normally prohibited to your class. You can now learn this skill as a cross-class skill.

Special: This feat can be picked several times. It does not stack. Each time, it applies to a new skill.

Notes: If you wish to learn the formerly prohibited skill as a class skill, you can pick this feat, and the Cross-Class Learning feat applicable to the same skill.

Daredevil (General)

You thrive when facing danger head on.

Benefit: Once per day, when performing a risky or dangerous manoeuvre, you may gain a competence bonus to a skill check equal to your Charisma modifier plus half your character level. This is especially effective when using the Jump or Disable Device skills.

Special: You may gain this technique multiple times, up to a maximum number of times equal to your level divided by three (round up). It may be used only once per roll.

Dark Ancestry (General)

You have fiendish ancestor whose blood still taints your own.

Benefit: At some point in your family's past, there was an illicit coupling between a demon or devil and a relative of yours. Throughout the succeeding generations the taint has remained dormant until you were born. You may choose two features from the following list: bite attack (1d3 melee), darkvision, +2 to Fortitude saves against poison, acid resistance 5, cold resistance 5, electricity resistance 5, fire resistance 5, +1 inherent bonus to Strength, +1 inherent bonus to Dexterity, or +1 inherent bonus to Intelligence.

Special: Taking this feat prevents you from assuming a good alignment. This feat may only be taken at 1st level and only once. Finally, this feat may not be taken by outsiders of any kind.

Death Trance (General)

You fear nothing. Not death, not the unknown, nothing.

Prerequisites: Base attack bonus +1 or higher.

Benefit: You are immune to fear effects, and confer a +4 morale bonus against fear to all allies within ten feet.

Defensive Casting (General)

You are well trained in the art of defensive casting

Prerequisites: Dodge.

Benefit: This feat allows you to Take 10 on your Concentration check for casting defensively.

Normal: You can avoid drawing an attack of opportunity when casting a spell while involved in combat. When casting defensively, you must make a Concentration check with a DC of 15 + the spells level or the spell fails. Casting a spell in this fashion is a full round action.

Special: This feat can only be used when facing a single opponent in melee.

Detect Poison (General)

You are a student of poisons and how they are used.

Benefit: You can use your Search skill to detect poison without casting the detect poison spell. This is an extraordinary ability that requires a full round action with a DC equal to the save DC of the poison and can only be done at a range of 5 feet.

Dire Threats (General)

You spent your life listening to gruesome tavern-tales and the war stories of city guards. Maybe you watched one of the bloodier executions of a condemned criminal? As a result, only extraordinarily creative threats of violence disturb you and you know *precisely* the sort of horrible things you can threaten people with to get their attention.

Prerequisites: Wis 13+.

Benefit: You receive a +2 bonus on all Intimidate checks and to any Bluff checks that involve the threat of violence (such as using Bluff in combat). The DC to affect you with any Intimidate or violence-related Bluff checks is in turn raised by 4.

Disease Resistance (General)

You are naturally resistant to disease.

Benefit: You gain a +4 bonus on all Fortitude saves against disease.

Dodge Arrows (General)

You have legendary skill skilled at dodging the arrows of your opponents.

Benefit: You gain a +2 dodge bonus to Armour Class bonus against all ranged attacks.

Double-Jointed (General)

You have extremely flexible joints at the wrists, elbows, knees and ankles.

Benefit: You get a +4 competence bonus to Escape Artist checks.

Special: You may only take this feat as a 1st level character.

Draconic Bloodline (General)

The blood of dragons truly runs through your veins.

Benefit: You have a remarkable affinity for arcane spell magic; add +1 to the DC for all saving throws against your arcane spells. You may also treat the sorcerer class as a favoured class in addition to any other favoured class that you gain by race.

Special: You can only take this feat at 1st level and this feat stacks with the Spell Focus and Greater Spell Focus feats. Though you have draconic ancestry you still gain the regular bonuses and penalties of a typical member of your race. You are also vulnerable to attacks that target your unique draconic heritage (such as dragonbane weapons) even though you are only distantly related to dragonkind.

Draconic Will (General)

Your willpower is a thing of legend.

Prerequisites: Iron Will.

Benefit: You get a +2 bonus to all Will saving throws. This bonus combines with Iron Will.

Dragonslayer (General)

You have been fated to slay dragons, and have a supernatural defence against their attacks.

Benefit: You gain 5 points of Energy Resistance against all dragon breath weapon attacks, including those of half-dragons.

Special: You may only take this feat as a 1st level character.

Dragonblood (General)

The blood of dragons runs in your veins and its manifested power gives you a natural affinity for arcane magic.

Prerequiste: Cha 13+.

Benefit: Sorcerer is a favoured class for you. This is in addition to your favoured class based on race.

Special: You can take this feat any time you are eligible to choose a new feat. When you take the feat after 1st level, you have only just discovered the latent magical affinity manifested by your heritage.

Dragon-Blooded (General)

You are descended from a dragon, and the power of your blood has awakened.

Benefit: You must choose the dragon subspecies you are descended from. Depending on your choice, you gain one of the following benefits as a racial bonus.

Species	**Racial Bonus**
Black	+2 save vs. poison and disease
Blue	+2 save vs. Illusion magic and effects
Green	+2 save vs. Enchantment magic and effects
Red	+2 save vs. fire attacks and effects
White	+2 save vs. cold attacks and effects
Brass	+2 save vs. fire attacks and effects
Bronze	+2 to Handle Animal and Animal Empathy (can use untrained) checks
Copper	+3 to Climb checks
Gold	+1 to all saving throws
Silver	+2 to Jump and Balance checks

Special: Reptilian races add +1 to all bonuses.

Dragon Eyes (General)

Your eyes can see as well as those of a dragon.

Prerequisites: Wis 12+, Dragon-Blooded.

Benefit: You can see four times as well as a human in low light, and twice as well in normal light.

Dragon Friend (General)

You, your ancestors, your relatives, or an ally has a strong, friendly relationship with a dragon. While the dragon is not at your beck and call, you have grown up around a dragon and are used to dealing with them. Their unique psychology and motivations are familiar to you, and you consider them to be as familiar as the adventuring races.

Prerequisites: Cha 13+, Int 13+, and ability to speak draconic.

Benefit: When confronted by a dragon, you gain a +2 competence bonus to Diplomacy checks and saves against the dragon's frightful presence. In

addition, you can consult with your allied dragon for aid. It is capable of casting spells for you at the normal gp rate charged by non-player character spell casters. The dragon never aids you in your adventures, but it may offer advice and other support. The dragon likes you, but it does not risk its life for you.

Special: You must take this feat at 1st level. You may take it at later levels only if the Games M aster rules that you have earned a dragon's friendship through play.

Dragon Senses (General)

Your draconic blood expresses itself in your sharp senses.

Prerequisites: Wis 12+, Dragon-Blooded, Dragon Eyes.

Benefit: You can ascertain creatures by non-visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 30 feet, equivalent to the blindsight ability.

Dreams of the Past (General)

Some people occasionally experience dreams of the past, reliving memories of an animal life before the one they know. Many who revere nature pass from one incarnation to the next, living multiple lives until the soul is refined into purest balance. As the soul begins to achieve that balance, it is sometimes able to draw upon its previous memories and even skills in order to use those skills in this lifetime.

Prerequisites: Neutral alignment, Wis 12+.

Benefit: This feat is chosen for a single skill possessed by the animal or vermin that you were in a previous life. This skill is considered a class skill. Additionally, once per week, you may draw upon the skills of your previous life, gaining a number of ranks in that skill equal to 1d6 + his Wisdom modifier. During that time, however, you take on traits and mannerisms appropriate to that former life, from the articulated, precise movements of a giant spider (Climb) to the inquisitive eyes and cocked head of a listening bloodhound (Listen).

Special: This feat may be taken multiple times, each one for different skills. Note that when this feat is taken, a 'past life' must be chosen that corresponds to the skill. This past life is limited to that of an animal or vermin.

Duck & Weave (General)

Having been involved in many battles between ships, you have learnt to keep your head down when the arrows and ballista bolts start flying overhead. Unconsciously taking advantage of every scrap of cover, from bulkheads, railing and masts, up to other crewmen, you carry on your ordinary duties aboard the ship but whilst under much greater protection.

Prerequisites: Dex 15+.

Benefit: So long as you are not flat-footed or surprised, you always count as being in three-quarters cover against ranged attacks whilst on board a ship. This will grant you a +7 cover Armour Class bonus and a +3 cover Reflex save bonus, affording you far greater protection than other crewmen.

Ear of Royalty (General)

You are a natural negotiator.

Benefit: You gain a +2 bonus on all Diplomacy and Sense Motive checks, +4 if you are wearing no visible armour or weapons.

Ears of the Fox (General)

You have an extremely keen sense of hearing.

Prerequisites: Listen skill.

Benefit: You receive a +3 bonus to Listen checks.

Special: You can roll a Listen check with a -5 penalty to wake up from a menacing noise.

Eidetic Memory (General)

You have a very sharp memory for details. You can recall anything that you have seen with almost perfect clarity allowing you to recall the text on the page of a book or the exact size and shape of the runes inscribed on a door.

Benefit: You receive a +2 competence bonus to any Intelligence checks that you make to recall the details of something you have seen, a book you have read, or a conversation to which you have listened. Furthermore, you make an Intelligence check (DC 20) to recall anything you have seen with photographic clarity or to recall the series of turns necessary to return to the starting point of a maze. You may not retry this check for any given object if you fail. Also, you may not use this feat to prepare spells you have seen in spellbooks or on scrolls.

Elemental Attunement (General)

You senses are honed to detect the dance of the elements, granting you an uncanny sense for magic.

Prerequisites: Wis 13+.

Benefit: Whenever magic is cast within one hundred feet of your position, the Games Master secretly rolls a Will save for your character as if he were the target of the spell (even if the spell does not normally target or require Will saves). If this Will save is successful, your character is immediately aware that magic was used and knows the location of the caster. This is only a brief flash of insight; if the caster quickly moves or is concealed in some manner you may not be able to identify him.

Emissary (General)

You readily make an empathic bond with strange animals and alien, magical creatures. Your bearing and actions set them at ease, and you often find alien creatures warming up to you with little effort on your part.

Prerequisites: Cha 13+.

Benefit: You gain a +2 competence bonus to Diplomacy and Charisma checks made when dealing with non-humanoid creatures. Of course, you must have some way to communicate with the creature in order for this bonus to be effective.

Endurance (General)

Your stamina is incredible, making you capable of amazing feats of endurance.

Benefit: Whenever you make a check for performing a physical action that extends over a period of time (running, swimming, holding your

breath and so on), you gain a +4 bonus to the check.

Endurance Swimmer (General)

You are very adept at swimming while carrying a heavier-than-normal load.

Prerequisites: Str 13+, Endurance.

Benefit: You suffer a –1 penalty on Swim checks for every 20 pounds of armour and equipment you carry, up to your maximum load.

Normal: Characters without this feat suffer a –1 penalty on Swim checks for every five pounds of armour and equipment carried while swimming.

Enter the Unconscious Mind (General)

You are in control of your own dreams.

Prerequisites: Concentration 6 ranks.

Benefit: You are unaffected by any spell that targets your unconscious mind while you are sleeping such as *nightmare*. Furthermore you gain a +2 competence bonus to saves against illusions.

Etiquette (General)

You know how to handle yourself in just about any situation.

Prerequisites: Cha 13+.

Benefit: When making a Diplomacy skill check, you ignore any circumstance penalties for dealing with those of a different culture. You also gain a +2 circumstance bonus on your Charisma check to alter a non-player character's initial attitude toward you.

Expert Climber (General)

You are an accomplished climber and athlete. What others see as an imposing obstacle, you see as a challenge. Your skill comes either from days spent scaling mountain peaks or the sides of buildings in sprawling metropolis.

Prerequisites: Dex 15+.

Benefit: You gain a +2 bonus to all Balance and Climb checks. In addition, you gain a +2 bonus to Rope Use checks, such as those used to make a rope ladder or to tie notes into a line, making it easier to climb.

Expert Healing (General)

You have a great knowledge of healing

Prerequisites: Heal skill 5 ranks.

Benefit: When attempting to heal a comrade after battle, you can attempt a heal check against a DC equal to the number of points of damage sustained during the encounter. A successful check allows you to heal 1d4 hit points of damage.

Special: This feat can only be used once after each encounter where damage was suffered. The maximum amount of healing is always limited to damage sustained from fresh wounds only (not wounds from a previous encounter).

Eye for Quality (General)

You quickly judge the value of items, drawing on your experience in assessing the quality of goods. This also grants you insight into making believable fakes.

Prerequisites: Wis 15+.

Benefit: You gain a +2 bonus to all Appraise and Forgery skill checks.

Eyes of the Hawk (General)

Your eyes can pick up targets from far away.

Prerequisites: Spot skill.

Benefit: You multiply the range increment and spotting distance of all ranged weapons by 1½.

Fair Visage (General)

You are unusually comely for your race and gender, something you are well skilled in using to your advantage. Others find you pleasant to look at and you can usually dominate a conversation or gathering through appearance alone.

Benefits: You gain a +1 bonus to all Diplomacy and Perform checks if the audience involved is primarily made of beings that would find you attractive (same or similar race, etc.).

You may also use your appeal against those who would find you sexually attractive. If the subject(s) of your enchantment spell or bardic fascination would be attracted to you by race and sexual preference, you gain a +1 to the DC of any such attempt.

Fake Spell (General)

You can mimic the casting of spells

Prerequisites: Spellcraft skill.

Benefit: You say the words and make the gestures, but you just do not have the power needed to make the spell actually happen… it just looks like you do. You must have seen the spell you want to fake being cast several times in order to fake it. Anyone can see through your trickery with an opposed Spellcraft check.

Special: Somebody who has readied an action to counterspell and who fails to see through your trickery will think you are about to cast the spell being faked.

Notes: If the spell effect would have been unnoticeable (such as most divination spells) or you can fake the effects of the spell (perhaps through illusion, alchemical pyrotechnics or a willing accomplice), people watching you will believe the spell was real. Bluff, Perform, Alchemy and several other skills may be helpful in achieving this, but faking the spell effects themselves is outside the scope of this feat.

Fast Mover (General)

You can move faster than normal

Prerequisites: Dex 15+, Run.

Benefit: Add +5 to your base movement rate when wearing light armour or less.

Special: This feat can stack with other movement bonuses (such as the barbarian and monk class abilities). This feat can be taken multiple times.

Fearless (General)

You have a strong grip on your nerves and are very difficult to terrify. Whether it is through experience or sheer stubbornness, you shrug off fear and continue you on your way, unaffected by even the most fearsome beasts.

Prerequisites: Iron Will.

Benefit: You gain a +3 competence bonus to all saves versus fear effects.

Find Flaw (General)

You have an expert understanding of structural integrity and how to reduce it.

Prerequisites: Craft (within the items broad category type) skill, Knowledge (engineering) skill.

Benefit: There is a chance you can find a flaw in the design of an object and exploit that flaw to your benefit. You must study the item for at least three rounds before attempting to use this feat. During the period of study, you are only capable of taking a partial action each round. At the end of the study period you must make an intelligence check against the break DC of the item in question. You can add a +1 modifier to your check roll for each additional 3 rounds of study past the

first 3 required rounds (to a maximum bonus of +5). If you succeed on the Intelligence check, you have found a flaw in the object and can use this feat to exploit that flaw when trying to damage or destroy the object. When attempting to destroy an item that you have found a flaw in, the hardness of the object is effectively reduced by your Intelligence modifier.

Fletcher (General)

You have a special talent for crafting your own arrows.

Prerequisites: Craft (bowmaking) skill.

Benefit: You gain a +3 to Craft (bowmaking) checks and, once per day, when you run out of arrows during an encounter, you find that you have 1d8 extra arrows you crafted earlier. You must declare you are making more arrows in order to use this ability again.

Forage (General)

You are an expert survivalist, able to find sustenance in any terrain.

Prerequisites: Wilderness Lore skill.

Benefit: You gain a +3 bonus to any Wilderness Lore when looking for food that does not involve hunting.

Fortune (General)

You have unusually good luck

Benefit: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll.

Focused (General)

Your sense of determination makes others uneasy.

Benefit: You get a +2 bonus on all Concentration and Intimidation checks.

Gifted Learner (General)

Your wide-ranging studies and knack for learning mean you gain more skill points at each level.

Benefit: From this point on, you can add one additional skill point for each level you gain.

Golden Tongue (General)

You possess excellent speaking skills and have an in-born talent for bringing people around to your point of view.

Benefit: You receive a +2 bonus on all Diplomacy checks. You also receive a +2 bonus on Bluff checks, except on checks for feinting in combat and creating a diversion to hide.

Grace Under Pressure (General)

You have very strong control over your emotions and are difficult to panic or confuse. You can remain calm in the face of grave danger and are resistant to spells and magical effects that cause panic or confusion.

Benefit: You receive a +2 bonus to resist magical fear and confusion. Note that this bonus also increases the DC of any attempts to Intimidate a character with this feat.

Great Fortitude (General)

You are tougher than most others.

Benefit: You receive a +2 bonus to all Fortitude saving throws.

Greater Disease Resistance (General)

You are even more resistant to disease.

Prerequisites: Disease Resistance.

Benefit: You reduce the initial and repeated ability damage inflicted by any disease by one.

Grim Determination (General)

When others turn and flee in the face of overwhelming odds or an unearthly horror, you have only just begun to fight. When exposed to magical fear, something inside you snaps and fills you with an even greater determination to overcome your foes.

Prerequisites: Fearless, Iron Will.

Benefit: When you make a successful save against any fear effect, you gain a +2 competence bonus to hit against the source of the fear. This bonus lasts until the encounter ends or until you miss another saving throw against fear. After missing a fear save, you cannot use this feat for 24 hours as your self-confidence is too rattled for you to focus yourself.

Greater Poison Resistance (General)

You are even more resistant to poison.

Prerequisites: Poison Resistance.

Benefit: You reduce the initial and secondary hit point and ability damage inflicted by poison by one.

Greater Spell Toughness (General)

You are incredibly resistant to spells cast from a chosen school.

Prerequisites: Spell Toughness, Will save +6.

Benefit: Add +4 to your saving throws against spells and spell-like effects from a chosen school of magic that you have previously chosen Spell Toughness for. This bonus supersedes (does not stack with) the bonus provided by Spell Toughness.

Special: You can choose this feat multiple times but its effects do not stack. Each time it is chosen, it must be applied to a different school of magic that meets the above prerequisites.

Green Thumb (General)

You are gifted in working with plants.

Benefit: You get a +2 bonus on all Alchemy and Profession (herbalism) checks.

Herculean Effort (General)

You can temporarily perform great acts of strength.

Benefit: You can add +4 to your Strength ability score for purposes of lifting and carrying weight and for figuring your Strength bonus on ability checks for a number of rounds equal to 3 plus your Constitution modifier. After this time you are fatigued (-2 to Strength, -2 to Dexterity, cannott run or charge) for the rest of the encounter. Your increased strength does not affect attack or damage rolls, combat manoeuvres like Grapple, Bull Rush and Trip, and does not increase your Strength bonus on skill checks.

Hide Tracks (General)

You are skilled at concealing the passage of yourself and others by hiding your tracks.

Prerequisites: Track.

Benefit: You can conceal the tracks you and your companions make while moving. Add your skill bonus in Wilderness Lore to the difficulty of following your tracks. You can move at full speed while hiding tracks; if you move at half speed, you impose the additional +5 DC modifier on tracking rolls noted in the Track description, *Core Rulebook I.*

Normal: Anyone can use the Wilderness Lore skill to remove the traces at a campsite or the search skill to hide clues at a location.

Icy Calm (General)

Having grown up on a diet of unnerving situations, you are particularly difficult to frighten. You might not enjoy your own fear, but you have certainly grown used to it.

Prerequisites: Wis 13+.

Benefit: You receive a +4 cultural bonus on all saving throws against effects that induce or cause fear. In addition, when you are shaken, you suffer only a -1 morale penalty to your attack rolls, saves or checks, rather than the usual -2.

Improved Alertness (General)

Your senses are so well honed that you are able to react to events slightly sooner than others, making it very difficult to catch you with your guard down.

Prerequisites: Alertness.

Benefit: At the beginning of combat, you are not considered flat-footed against enemies in your line of sight during the round before you rolled Initiative. You must have rolled Initiative in the round. Therefore, monsters that act before you roll for Initiative catch you flat-footed. You are not flatfooted against enemies that you can detect. An undetected enemy who attacks you catches you flatfooted, even if you have already rolled for Initiative.

Improved Caster Level (General)

You can compensate for a lack of focus in your magical development

Prerequisites: Multiclass spellcaster

Benefit: Your caster level in one spellcasting class is increased by one, but no higher than your character level.

Special: This feat can be learned several times and stacks with itself.

For example: Yushu is a 5th level sorcerer. She advances in character level to six, and decides to advance as a rogue. She also acquires a new feat, and picks this one. Her caster level as a sorcerer is now 6th, so her fireball has range of 640' and does six dice of damage, but the number of spells she can cast and learn are still those of a 5th level sorcerer.

Note: This means that a multiclassed spellcaster can increase the power of his spells up to his character level. It does not allow you to learn, prepare, or cast more spells. Your caster level as a paladin or ranger (or any other class whose caster level is half the class level) cannot be improved past half your character level.

Improved Concentration (General)

You can maintain concentration more effectively than most.

Prerequisites: Skill Focus (Concentration)

Benefit: You gain +5 bonus on all your Concentration checks.

Improved Endurance (General)

You are capable of going longer than usual periods of time without food and water. Through sheer force of will and inhuman endurance, you can resist the ravages of exposure, dehydration and malnutrition.

Benefit: A character with this feat gains a +4 bonus to Constitution checks to resist subdual damage caused by a lack of food or water. You become fatigued due to starvation or dehydration after failing two Constitution checks, rather than one.

Improved Low-light Vision (General)

Your eyes are much better attuned to low-light conditions.

Prerequisites: Low-light vision.

Benefit: The range of your vision under poor light conditions is 100 feet.

Normal: The maximum range for low-light vision is usually 60 feet.

Improved Recovery (General)

You heal regardless of your level of activity.

Prerequisites: Con 13+.

Benefit: Even if you have been active or in combat the day before, and even if you miss sleep entirely, you still recover hit points and temporary attribute damage each morning.

Improved Toughness (General)

You are tougher than normal.

Prerequisites: Toughness, base attack bonus +3 or higher.

Benefit: You gain +6 hit points.

Special: This feat allows you to gain a greater benefit compared to Toughness, but with a base attack bonus requirement. It can be taken any number of times and stacks with itself and the hit point bonus provided by the Toughness feat.

Increased Carrying Capacity (General)

You are used to carrying heavy loads of equipment and can shoulder a much heavier burden than someone with your strength is normally capable of handling.

Benefit: You receive a +2 Strength bonus for the purposes of determining your carrying capacity This bonus does not apply to the maximum weight you can lift over your head. You receive the bonus only if you are able to adjust the weight across your body or otherwise optimise its placement. Thus, you don't receive this bonus if you try to pick up a large rock, but you do receive it if you are loading your backpack and belt pouches with gold coins.

Indefatigable Hero (General)

You have the innate ability to go on, and on, and on…

Prerequisites: Great Fortitude, Iron Will

Benefit: You gain a +1 to all Fortitude and Will saves.

Inner Depths of the Soul (General)

You have tapped an inner reserve of power, and you XP costs are reduced.

Prerequisites: Int 13+, Wis 13+, Cha 13+.

Benefit: Any time you cast a spell with an XP cost, manifest a power with an XP cost or create a magic item, the XP cost is reduced by 10%. Fractional XP costs are rounded up.

Special: A character may gain this feat multiple times. Each time you take this feat beyond the first, the ability score requirements each increase by 2 and the XP cost discount is increased by 5%.

For example: At 6th level Garmand took Inner Depths of the Soul as his feat. He met the prerequisites of 13 or higher in Intelligence, Wisdom and Charisma. The XP cost discount is 10%. At 9th level, he wishes to take the feat again. He must meet the increased prerequisites of 15 or higher in Intelligence, Wisdom and Charisma. If he does, then the feat will grant a total discount of 15% to XP costs.

Inspire Loyalty (General)

Having been with your cohorts through thick and thin, they now look to you with great respect. Every one of them will be prepared to put up with great hardships before the word 'mutiny.' is ever uttered and they will always follow your lead in direct combat, refusing to surrender whilst you fight alongside them.

Prerequisites: Leadership, Inspiring Leader.

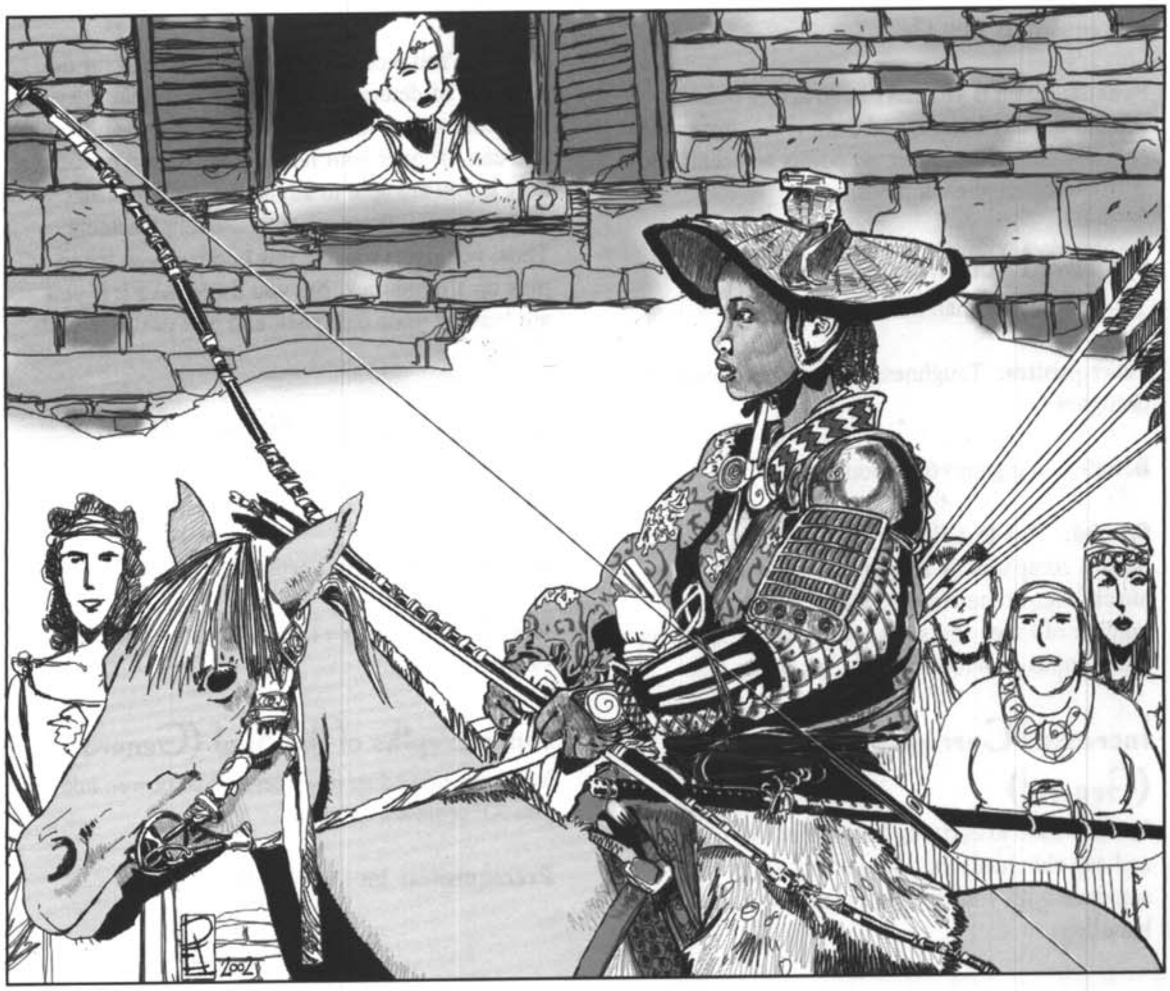
Benefit: So long as you are alive and seen to be fighting, your allies will automatically pass any Morale check they are required to make during combat.

Inspiring Leader (General)

You work to inspire your followers and cohorts and raise their morale.

Prerequisites: Cha 13+, Leadership

Benefit: Your cohorts gain a +1 morale bonus to attack and damage and a +2 morale bonus to saving throws versus all fear effects and mind-affecting spells and abilities while you are personally directing their efforts. This bonus will last for up to one minute without additional orders



Leadership (General)

Prerequisites: The character must be at least 6th level.
Benefit: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See the table below for what sort of cohort and how many followers the character can recruit.

Leadership Score	Cohort Level	Number of Followers by Level 1st	2nd	3rd	4th	5th	
1 or less	-	-	-	-	-	-	
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

being given. All cohorts and followers within thirty feet gain a +1 morale bonus to attack and on saving throws versus all fear effects. These bonuses remain in effect for up to one minute if you are dropped in combat.

Iron Will (General)

Your will is stronger than the norm.

Benefit: You gain a +2 bonus to all Will saving throws.

Keen-Eyes (General)

You have an attentive eye for details

Benefit: You gain a +2 aptitude bonus on all Search checks and Sense Motive checks.

Knowing Glance (General)

You are adept at reading another person's mannerisms.

Prerequisites: Diplomacy, Listen, Sense motive and Spot skills.

Benefit: This feat grants a +4 competence bonus to Sense Motive checks, +6 if you possess any levels in the aristocrat or noble classes.

Knowledge Focus (General)

You just seem to remember a bit more small detail about a given topic than the next fellow.

Prerequisites: Int 13+

General Leadership Modifiers

The Leader Has a Reputation of	Leadership Modifier
Great prestige	2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2
Cohort-Only Leadership Modifiers	
The Leader	**Leadership Modifier**
Has a familiar/paladin's warhorse/	-2 animal companion
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*
*Cumulative per cohort killed.	
Follower-Only Leadership Modifiers	
The Leader	**Leadership Modifier**
Has a stronghold, base of operations,	+2 guildhouse, and so on
Moves around a lot	-1
Caused the death of other followers	-1

Benefit: You gain a +1 bonus to any 3 Knowledge skills of your choice, and those Knowledge skills become class skills for all your classes.

Learning Mastery (General)

You can increase your maximum ranks allowable by 1 rank

Benefit: You can raise your skill point limit by one point (i.e. class level +4).

Normal: You are limited to your level +3 for the number of ranks you may have in a skill.

Special: You do not gain any skill points from this feat, you only get to increase you maximum limit. This affects both class and cross-class skills (cross-class skills are still based on ½ your max class skill ranks. This feat can only be taken once.

Learning Sacrifice (General)

Allows you to sacrifice a feat to gain a bonus number of skill points

Benefit: Rather than learning a feat, you may add an additional number of skill points to you character's skill point pool. The number of skill points gained is equal to your Intelligence modifier.

Special: You are still restricted in the number of skill points you can have in any one skill (based on level). This feat may be taken multiple times. The number of points gained is based on Intelligence at the time the Skill Learning feat is taken. Changes to Intelligence after the fact do not impact the number of skill points gained.

Legendary Toughness (General)

You have the extraordinary ability to negate small amounts of damage.

Prerequisites: Con 13+, Great Fortitude, Toughness, base attack bonus +12 or higher

Benefit: You gain Damage Reduction 1/-, allowing you to negate the first point of damage that you suffer every time that you take hit point damage. This can reduce the amount of damage that you suffer to 0 but never below 0.

Special: This feat can only be taken once and stacks with all other feats and abilities that provide damage reduction.

Life Line (General)

Your mental ability to overcome pain and suffering can help to save your life

Benefit: When dying, your chance to stabilise is 10% for each point of your constitution modifier. Likewise, all recovery efforts, whether aided or unaided are also 10% for each point of your Constitution modifier.

Normal: The normal chance to stabilise is 10%

Light Sleeper (General)

The slightest noise rouses you awake. It is very difficult to sneak up on you while you sleep.

Benefit: While you are sleeping, you are allowed to make a Listen checks as if you were awake. If you succeed at the check, you automatically wake up. However, you must make a second Listen check to determine what caused you to awaken. While you know that some noise woke you up, you do not initially know the source or nature of the noise after waking up.

Lightning Reflexes (General)

Your reflexes are faster than normal.

Benefit: You gain a +2 bonus to all Reflex saving throws.

Linked Learning (General)

You have created a special relationship between two normally unrelated skills.

Prerequisites: 5 or more ranks in both skills to be linked.

Benefit: Choose any two skills, regardless of relationship and gain a +2 synergy bonus to one of them. This relationship should be established through your character's history, or a role-playing development. All links are based on the discretion of the Games Master and should make sense based on the character's background.

Special: This feat does not stack with skills that already have synergy bonuses.

Lookout (General)

You are capable of spotting creatures, vessels and other objects from a great distance, providing you have an elevated position from which to survey your surroundings.

Benefit: For every five feet of elevation above the terrain you are observing, you triple the distance you can see without penalty to your Spot checks. For example, if you were standing in a 10-foot-tall crow's nest, you could see up to 60 feet without penalty, or up to 120 feet at 01, up to 240 feet at –2, and so on.

Normal: Characters who lack this feat incur a –1 penalty for every 10 feet of distance between themselves and the creature or object they are attempting to spot.

Magic Secret (General)

Your magic is intrinsically linked to a secret act either performed by yourself or a member of your family in the past.

Benefit: Because all of your magic is tied to a secret, those not knowing this secret find it harder to unravel your spells. The difficulty of any Dispel check against your spells is 15 + your caster level instead of the normal 10 + caster level. But the drawback is that anyone who knows your magical secret will automatically succeed in any Dispel check against your magic.

Special: The effects of the spells are not changed in any way. The feat affects all your spells from the moment you learn it; you cannot avoid using it

Notes: A magical secret can be most anything, but it must be something that is possible to figure out. A secret name, your birthday, the name of your mentor or patron, the fact that you are of a strange race or parentage, your sex (or lack thereof), the true colour of your hair; all are possible spell secrets. Anyone researching your background or making their knowledge skill roll about you will learn you have this feat, but not what your exact secret is.

Mark of the Fey (General)

Either from birth or from performing a noble deed for the fey, you have been marked as one of the champions of the fey.

Benefit: You receive a +2 to all Charisma-based checks when dealing with the fey.

Special: Must be taken at 1st level or with the permission of the Games Master.

Master Helmsman (General)

You are gifted with an innate knowledge of the wind and the sea, the winds and the currents being your own private domain. When in control of any vessel, you can coax just a little extra speed out of it, easily outdistancing pursuers in similar ships.

Prerequisites: Knowledge (seamanship) 8 ranks

Benefit: When at the wheel or rudder of a ship you are able to take advantage of each breath of wind and every current your vessel comes into contact with. Both the base and daily movement rates of the ship are increased by 10% due to your expert handling.

Mimicry (General)

You can replicate almost any natural sound you have ever heard

Prerequisites: Perform skill.

Benefit: As a standard action, you can imitate almost any sound (footsteps, a door opening or closing, or two people fighting). You cannot simulate anything louder than a shout or duplicate the sound of any magical effect like a *banshee's wail*. Use the Perform skill opposed by the audience's listen skill to be convincing.

Normal: Any performer capable of mimicking can imitate voices and common animal sounds. Imitating speech patterns and mannerisms is covered under the Disguise skill.

Special: You cannot make the sounds appear to come from somewhere else without additional abilities beside this feat.

Mind's Eye (General)

Gain an additional resistance to illusions and enchantments.

Prerequisites: Iron Will.

Benefit: Gain an additional +2 to Will saves against the effects of illusions and enchantments.

Special: This additional modifier stacks with Iron Will.

Minor Spell Mastery (General)

You have become so familiar with a 0-level spell that it becomes second nature to you.

Prerequisites: Spellcasting level 3+.

Benefit: You must permanently sacrifice one 0-level spell slot. In exchange, you can cast one 0-level spell of your choice as a spell-like ability a number of times per day equal to your governing ability modifier.

Special: You may take this feat multiple times, each time with a different 0-level spell.

For example: A 9th level Bard with 19 Charisma decides to take this feat. He picks detect magic spell to master. Normally, he can cast three 0-level spells per day. Now, he can only prepare and cast two 0-level spells. However, he can cast detect magic 4 times per day as a spell-like ability.

Mount Empathy (General)

You and your mount understand each others' quirks and desires, making a much better team than other riders and their mounts.

Prerequisites: Animal Empathy skill, Ride skill, must speak sylvan or be an elf.

Benefit: As a move-equivalent action, you can whisper to your mount in sylvan and coax a higher performance from it, enjoying a +4 bonus to a Handle Animal check to 'push' the animal. Possible push actions include multiplying the mount's run speed by 5 instead of 4, coaxing additional travel distance, or guiding the mount into performing a trick it has not learned (see *Core Rulebook II*).

Natural Centre (General)

You are able to enter a deep meditative state, revealing the location of living creatures in your immediate vicinity.

Prerequisites: Concentration skill 10 ranks, Sense Motive skill 10 ranks.

Benefit: You may make a Concentration check (DC 25) to suddenly become aware of the location of all living creatures in a twenty foot radius, regardless of obstructions. During the round this feat is used, you can see invisible, ethereal, or concealed creatures. Use of this feat is a move equivalent action. If you have an attack remaining during the round Natural Centre is used, you may attack invisible, ethereal or concealed creatures with no penalty or miss chance, though ethereal creatures are still intangible.

Natural Leader (General)

You are adept at leading organised efforts

Benefit: When organising a co-operative effort, each helper can add the leader's Charisma bonus to their individual check rolls.

For example: A group of 3 heroes is attempting to move a heavy boulder. This requires a strength check against DC 10 for the two helpers. If they make it, the leader gains a +2 circumstance bonus. The leader must then make his strength check.

Using this feat, the leader can generate a morale based check bonus for the helpers and add his Charisma modifier to their check rolls.

Nature Sense (General)

Your attunement to the land is particularly strong, allowing you to find your way in the wild easily, as well as search for specific things like herbs, stones, game trails, etc.

Prerequisites: Wis 15+, elf or able to cast 1st level divine spells.

Benefit: By spending a full round concentrating, you gain a +4 bonus to Wilderness Lore, Intuit Direction or Search checks (but not all three) for an hour per day. This is a supernatural ability usable once per day.

Night Owl (General)

A benefit to any adventurer, you only need a minimal amount of sleep to stay active and alert.

Benefit: You only need half the usual amount of sleep or trance (based on your race) to awaken fully refreshed and recovered from fatigue penalties.

Normal: Without this feat you require 8 hours of sleep (4 hours of trance if an elf) to awaken refreshed.

Special: Like elven spellcasters, you still need 8 hours of restful calm in order to prepare spells even if you have a lesser sleep or trance requirement to stay refreshed.

Non-Threatening (General)

You have a timid, harmless manner that causes large, powerful creatures (such as dragons) to underestimate the threat that you pose. They look on you as an easily crushed victim not worth the effort.

Prerequisites: Size small or lower.

Benefit: When dealing with intelligent creatures of size large or higher, you gain a +2 competence bonus to all Bluff and Diplomacy checks. In addition, if you have no weapon drawn and have made no hostile moves against such a creature, it ignores you in favour of other targets in combat. Note that if the creature has some reason to suspect that you are more powerful than you seem (perhaps it has heard rumours of your prowess) you lose the benefit of this feat. For example, if in battle you choose to move into flanking position, the creature assumes that you are merely a coward who is trying to avoid direct combat. In order to avoid the creature's attention, you must make a Bluff check opposed by its Sense Motive check. This ability can backfire, however, if the target enjoys bullying smaller, weaker foes.

Opera Training (General)

You have undergone the intensive training required to be a performer in the heroic opera.

Prerequisites: Dex 13+.

Benefits: You gain a +2 bonus to Tumble and Perform checks.

Pack Mule (General)

Folks can carry just a wee bit more by knowing how to balance a pack.

Benefit: You can carry weight (encumbrance) as if your Strength were two points higher.

Pack Rat (General)

You tend to find things you do not remember having

Benefit: There is a slim chance that you may have any small (2 lbs. or less) non-magical, standard item on your person or in your pack. The chance to find such an item is an Intelligence check against a DC of 15 + the gp cost of the item (all items are considered to cost at least one gp for the purpose of this feat). This feat can only be attempted once for any item sought until after you have returned to a town area for supplies.

For example: You have just located an ancient carving on a cave wall that yields secrets in a writing you do not understand. Someone has the great idea to do a rubbing of the wall. Bonzo the wizard pulls out a piece of parchment, but no one has anything to rub over it with. You flip through the pockets of your cloak and find an old dried up husk of charcoal.

Notes: This feat cannot be used to find extra money or sellable items. You can only find one item of any type in this fashion (until you have a chance to restock in town). It is simply your tendency to absent-mindedly stick small things here and there without paying attention.

Personable (General)

You have an open and trustworthy demeanour.

Benefit: You gain a +2 aptitude bonus on all Diplomacy and Gather Information checks.

Pidgin (General)

You can hold simple conversations in any language.

Benefit: You can make yourself understood by almost anyone. This lets you communicate basic things, like a need for supplies and to barter, even if you have no language in common with those you are speaking to. You may use no more than two words in a sentence and two syllables in each word when roleplaying the speaking of pidgin.

Note: You can only communicate with creatures who can speak some language. A purely telepathic creature, or one communicating through scents but not words, is unintelligible to you.

Play Dead (Special)

You can slow your metabolism to such a rate that others think you are dead.

Prerequisites: Bluff skill.

Benefit: You can slow your metabolism so as to appear dead. For the ruse to be successful, you must make a Bluff check opposed by a Sense Motive check on the part of anyone observing the trick. If you succeeds at the check, it will appear to observers that you dropped dead of a massive heart attack, or some apparently non-visible injury.

While playing dead,you take half damage from attacks, and require double the usual length of time to be affected by poisons, drowning, diseases, or other dangers dependent on an active metabolism. You can play dead for a maximum of one hour.

Special: You can take this feat multiple times to increase the length of time you can play dead.

Poetic Speech (General)

When you speak, poetry naturally flows like honey from your lips.

Benefit: You gain a +2 competence bonus to Diplomacy and Perform (poetry) checks.

Poison Resistance (General)

You have a broad-band resistance to poison.

Benefit: You receive a +4 bonus to all Fortitude saves against poison.

Poison Tolerance (General)

You have worked up a tolerance to certain poisons

Prerequisites: Poison Use, Con 13+.

Benefit: You are able to train your body to ignore the effects of certain (specific) poisons. You must have access to the poison so you can gradually work up an immunity by subjecting yourself to increasingly larger doses. It takes at least a full dose of the poison and one month's time (during which you can still do other things) to work up the immunity.

Special: You can only maintain a number of immunities equal to your Constitution modifier at any one time. The immunity will fade in a month if you do not use another dose to keep it up.

Poison Use (General)

You know how to use poisons effectively

Prerequisites: Alchemy

Benefit: You can use poisons with no danger to yourself.

Note: This feat only applies to the % chance that you may poison yourself while attempting to use poisons. It does not provide immunity to poisons.

Polar Bear Skin (General)

Your skin is better able to withstand the effects of extremely cold water than an average person's.

Benefit: You take only one point of subdual damage from hypothermia per minute of exposure to very cold water.

Normal: Characters without this feat take 1d6 points of subdual damage per minute immersed in very cold water.

Political Manoeuvring (General)

You are adept at manipulating others into difficult positions.

Prerequisites: Diplomacy skill 10 ranks, Sense Motive skill 10 ranks.

Benefit: As a standard action, you may make a Sense Motive check against a person to whom you are speaking (DC 15 + the target's character level). If this check is successful, you have determined a way to convince the target that his current argument or course of action seems to be disgraceful. You can convince him of such a thing by making a Diplomacy check (opposed by the target's Sense Motive or Diplomacy). If you succeed, the target must obey your command or be unable to act for a number of rounds equal to your Charisma modifier (target's choice). Any attack made by you or your allies against the target or his allies negates this effect. This feat has no effect on characters with no concept of propriety (Games Master's judgement) or who cannot understand your words.

Port Savvy (General)

You know all the ins and outs of life in the seedy ports of call that sailors use as stopover points in their journeys.

Benefit: You gain a +4 bonus on all Gather Information checks when used in a seaside port city.

Power resting (General)

You are more in touch with the Universe when resting, requiring less time to clear your mind in preparation for learning arcane spells or regaining power points.

Benefit: You require only 4 hours of rest prior to preparing to relearn arcane spells and/or regain power points.

Normal: You require 8 hours of rest prior to preparing to relearn arcane spells and/or regain power points.

Special: This feat does not allow you to gain any more spells or power points per day than normal, nor does it reduce the resting time you require to avoid or recover from fatigue. It does allow you to relearn arcane spells and/or regain power points even if you are fatigued.

Powerful Voice (General)

You can project your voice so that you may be heard at great distances.

Benefit: When projecting your voice, all opposed Listen checks are made with a +10 circumstance bonus.

Note: This duplicates the effect of being heard as well from 100 ft. as a normal person is from 0 ft., and is intended to be applicable in any situation where a Listen roll is appropriate, such as yelling to others in battle, a bardic effect upon those who can hear it, etc.

Pressure Survival (General)

You are extremely tolerant to the pressures of the deep.

Benefit: You get a+4 circumstance bonus on all Fortitude saves to resist the harmful effects of pressure.

Prophetic Birth (General)

Advocates of nature knew of your coming before you were born.

Benefit: You receive a +2 to all reaction rolls when dealing with druids, rangers, witches, fey, plants, and animals.

Special: This feat may only be taken at 1st level.

Prophetic Dreamer (General)

Your dreams sometimes echo the future

Prerequisites: Games Master's permission

Benefit: Once per session, your Games Master should inform you of a dream you have had that portents an event that may be in your future. Ideally this dream could warn you of a possible danger, or guide you to a good decision. The dream need not come true, but should be a possible or likely scenario in your character's future. Sometimes the dreams are literal and sometimes symbolic, (at the Games Master's discretion).

Prophetic Dreams (General)

When you enter a trance, you connect to a higher plane and sometimes receive prophetic images.

Prerequisites: Con 15+, elf or ability to enter a mystic trance.

Benefit: You may ask a simple question once per month as per the *contact other plane* spell, using the chances for contacting the Astral Plane. Additionally, the Games Master may give you a prophetic dream without warning, but it is always cryptic and ambiguous.

Quick Learner (General)

You pick up new skills quickly and master them in a short amount of time.

Prerequisites: Int 15+.

Benefit: You gain one bonus point every level.

Special: This bonus skill point stacks with the bonus point granted to humans. May only be taken at 1st level

Rapid Movement (General)

You are faster than normal with one movement type.

Prerequisites: A burrow, climb, fly, or swim movement rate.

Benefit: You must choose one of the above movement rates (that you already possess) and increase your base movement rate by 10 ft./round.

Research Genius (Special)

Allows a spellcaster to create new spells quickly

Prerequisites: Int 12+, Spellcaster level 5+

Benefit: You may reduce the time required for spell research by 25%.

Research Trinity (Special)

You can greatly reduce one element required for creating new spells by increasing the other elements.

Benefit: When creating a new spell you may greatly reduce one of the requirements (Time, Cost, or Resources), but must double the other two. Time can be reduced to one day/spell level by doubling the cost of the research (2,000 gp/spell level) and the size of the library needed (resources); or, you could reduce the cost to 100 gp/level of the spell by doubling the time required (2 weeks/spell level) and the size of the library needed (resources); or, you could decrease the resources required (to just your brains and your spellbooks) by doubling both the time (2 weeks/level of the spell) and the cost (2,000 gp/level of the spell). When using this feat for research, the DC for determining success (a Spellcraft check) increases to 15 + the spells level.

Normal: There are three primary elements required for the successful creation of a new spell: Time (one week for each level of the spell), Cost (1,000 gp for each level of the spell), and Resources (a well-stocked library and a place to test ideas). At the end of the research period, a Spellcraft check against DC 10 + the new spell's level is required to determine success.

Resist Fey (General)

You have encountered the fey many times before and have up built a resistance to the enchantments of these creatures.

Prerequisites: Must have been targeted by hostile fey magic on at least three separate occasions.

Benefit: You receive a +2 bonus to saving throws against all spells or spell-like abilities of the fey.

Resourceful (General)

You have a peculiar sort of luck: whenever you reach into your backpack, a sack full of gear, or any other crowded collection of junk, you always manage to pull out exactly the item you are looking for.

Benefit: You may pull one item out of your backpack, belt pouches, or any other easily accessible container as a free action. If the container is tightly closed, you must use a move-equivalent action in order to retrieve any item from it.

Normal: Pulling an item out of a sack, pouch, or other container is a move-equivalent action.

Rhetoric (General)

You are an expert at swaying others to his point of view through the art of rhetoric.

Benefit: You gain a +2 competence bonus whenever you Take 10 on a Bluff, Diplomacy, or Sense Motive check; thus when you Take 10, it becomes a 12.

Ritual Cannibalism (General)

You can cut out and eat the heart of a defeated enemy in order to gain its strength.

Prerequisites: Non-good alignment, Heal skill, Wilderness Lore skill.

Benefit: Once per day, you can eat the heart of an animal, beast, humanoid, or monstrous humanoid that he has defeated in combat. Eating the heart will heal you of 1d8 points of damage, +1 per Hit Die of the defeated foe; the maximum bonus to the roll cannot exceed the your character level. It takes a minimum of one minute to remove and eat an enemy's heart.

Special: You can take this feat multiple times to gain additional used per day.

Ritualistic Action (General)

You know special rituals for almost everything, and when you take the time to perform them, they ensure that fate smiles upon you.

Benefit: Whenever you Take 20 on a check, you can also perform a special ritual to ensure success. This grants you a +1 morale bonus to that check only; thus, when you take 20, it becomes 21. This special ritual is a standard action that draws attacks of opportunity.

Rope Climber (General)

You are as comfortable climbing ropes and rigging as you are walking on the ground.

Prerequisites: Dex 13+.

Benefit: You gain a +2 circumstance bonus on all Balance and Climb skill checks, so long as ropes and rigging are involved. Thus, making your way up to a crow's nest would qualify for the bonus, but climbing a sheer rock cliff would not. In addition, if you are attacked you may choose to negate either the attacker's +2 bonus or the loss of the Dexterity bonus to Armour Class, but not both (See *Core Rulebook I*).

Run (General)

You are exceptionally quick on your feet.

Benefit: When running, you can move five times normal speed instead of four times normal speed. If you make a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

Sage Focus (General)

You have delved deeper into the mysteries of a favoured topic.

Prerequisites: Int 15+, 5 or more ranks in a single Knowledge skill

Benefit: You gain a +3 bonus to skill checks in a single Knowledge skill in which you have 5 or more ranks.

Special: This feat may be taken more than once, but applies to a new skill each time.

Scavenger (General)

You are able to live on almost nothing, finding sustenance where you can and utilising the discards and garbage of others.

Benefit: You need never spend money on food and drink. In addition, given a week, you can

acquire any mundane item worth 5 gp or less for free.

Scent (General)

You can detect others by scent.

Prerequisites: Half-orc only.

Benefit: This extraordinary ability lets orcs and half-orcs detect approaching enemies, sniff out hidden foes and track by sense of smell.

The character can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or ghast stench can be detected at three times these ranges. The character detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the character can pinpoint that source.

The character can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odour is, the number of creatures and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the surface conditions and poor visibility. Creatures with the Scent ability can identify familiar odours just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. False, powerful odours can easily mask other scents. The presence of such an odour completely spills the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

Scholar (General)

You are well informed in a variety of areas, and can draw upon a great wealth of knowledge.

Prerequisites: Int 13+.

Benefit: All Knowledge skills are class skills for you.

Sea Legs (General)

Having spent a great length of time at sea, the pitching and rolling of ships is nothing to you, barely noticed, even comforting in a way. Whilst others are vulnerable to losing their balance or even falling sick as the ship constantly rises and drops as it skims the waves, you remain rock steady upon the deck, continuing your tasks as if nothing were amiss.

Prerequisites: Must have spent at least 3 months at sea.

Benefit: Whilst on board a ship, you gain a +2 competence bonus to all Climb, Concentration, Jump and Use Rope checks.

Seduction (General)

You are good at using your sexual charms.

Benefit: Sex sells, and friends can be won by seduction. You get a +4 bonus to Bluff and Diplomacy attempts against people who find your race and gender sexually attractive. After you use this feat, some people might seek to be intimate with you. They will resent a blunt rejection, worsening their attitude one step.
Notes: Using this feat a lot might give you some notoriety.

Sense Magic (General)

You have a highly developed sensitivity to magic.

Prerequisites: Spellcraft skill.

Benefit: You can sense whether an object you are handling or a creature you are touching is magical or under the effects of a spell… the very air might be magical in some places. As a full-round action, you can tell whether if an item is magical with a Spellcraft check (DC 25+ caster level of the item). A success informs you if there is magic present; a failure might indicate the presence of magic where there is none, or the lack of such if it the item is magical at the Games Master's discretion.

Special: You cannot retry, Take 10, or Take 20 when using this feat.

Shadecall (General)

You are able to concentrate necromantic energy into a corpse to create undead creatures.

Prerequisites: Shadehand, Shadetongue, Cha 15+.

Benefit: By focusing necromantic energy into a corpse, you can create undead. You must concentrate on the corpse to be animated for 5 uninterrupted rounds. At the end of those 5 rounds, you must make a Charisma check DC 20 to create a zombie or a skeleton, or a Charisma check DC 25 to create a shadow. The undead creature created by this ability rises at the end of the round in which the successful check was made, under the control of its creator. Undead created by this ability respond to vocal commands, and remain under their creator's control indefinitely, until they are released. Regardless of the type of undead, you cannot create an undead creature with more HD than you have character levels with this ability.

You can maintain control over a maximum of 1/2 HD worth of undead creatures per character level. If you exceed this number, the newest creatures fall under your control, and excess undead you have had under your control become uncontrolled. You may choose which of the previous creatures are released. You may & attempt to rebuke or command uncontrolled creatures with the Shadetongue feat or with any clerical rebuke/ command abilities you possess. Undead controlled with the Shadetongue feat or clerical abilities do not count toward this limit.

This requires a mostly intact corpse or skeleton and otherwise works as the spell *animate dead.* Abilities granted by this feat are spell-like abilities. Using this feat to create a zombie or a skeleton causes 10 points of subdual damage, while creating a shadow causes 15 points of subdual damage.

Shadehand (General)

You generate, store, and project necromantic energy from your body.

Prerequisites: Shadesight, Great Fortitude, Con 15+.

Benefit: You can generate necromantic energy within your body and release it in a variety of ways. By expending a full- round action and making a Constitution check (DC 15), you generate one charge of necromantic energy. For every 5 points by which the check exceeds the base DC, you generate an additional charge. For each charge generated, you suffer ld4 points of subdual damage.

You may hold a number of generated charges equal to your Constitution score but suffer 2 hit points per charge held at the start of each round. If you are slain or rendered unconscious while holding charges, the negative energy is released in a 10 ft. radius burst (centred on your body) that causes ld4 points of damage to all living creatures in the area of effect per charge held. All creatures in the area of effect are permitted a Fortitude save (DC 15) to avoid the damage. As a standard action, you may release up to 5 held charges to generate one or more of the effects detailed below. You may combine charge effects, as long as no more than 5 charges are released in a single action.

The available charge effects are:

1 charge: A touch attack causing ld6 hit points of negative energy damage. The target of this attack is permitted a Will save (DC 10 + your Charisma bonus) to avoid the damage.

† A touch attack that creates a *cause fear* effect, as the spell. The target of this attack is permitted a Will save (DC 10 + your Charisma bonus) to negate the effect.

† Deliver either the negative energy or cause fear effects as a 30 feet ranged touch attack.

† Increase the Will Save DC for a negative energy or cause fear effect by 5.

† 2 charges: A touch attack causing ld4 points of temporary Strength damage.

† Project the damage or cause fear effect as a 20 feet cone area of effect.

Necromantic Energy Strength

Strength	HD	Level	Bonus
Dim Lingering aura	0-level spell	-	-
Faint 1 or less	1st - 3rd	1st -3rd	+3
Moderate	2-4	4th -6th	+4 -+6
Strong	5-10	7th – 9th	+7 -+9
Overwhelming	11+	Artefact Or deity level spells	+10 and up

† *3 charges:* Project the damage or cause fear effect as a 10 feet radius burst centred on you.

† You gain a +2 competence bonus to Fortitude Saves to recover from energy drain effects due to your experience with channelling negative energy through your body.

† Abilities granted by this feat are spell-like abilities.

Special: Your natural body temperature drops 20 degrees.

Shadesight (General)

You can sense the aura of death and necromantic energy.

Prerequisites: Wis 15+, character must have suffered a negative level from an undead attack.

Benefit: You can sense the aura of death and necromantic energy in a 20 feet radius centred on you as a full round action.

The longer you concentrate, the more information you reveal.

1st *round:* Presence or absence of corpses of creatures with at least ¼ Hit Dice within the radius of effect.

2nd round: Number and direction of any corpses detected in the previous round. Presence or absence of necromantic energy auras. This reveals undead, necromantic spells (including spells with the death or evil descriptors), and sources of necromantic energy (such as battlefields, necromantic vortexes and the like).

3rd round: Location of any corpses detected in the previous round. Direction and number of sources of necromantic energy.

4th round: Location and strength of the strongest necromantic energy detected.

5th round: Location and strength of each source of necromantic energy.

Necromantic Energy Strength: The strength of the necromantic energy is determined by the HD of the undead creature, the level of the spell, or the bonus provided by the source of necromantic energy.

Length Aura Lingers: How long the aura lingers depends on its original strength. Faint=ld6 minutes, Moderate=ld6 x 10 minutes, Strong=ld6 hours, Overwhelming=ld6 days.

Note: This feat can penetrate some barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or earth blocks it. Intelligent undead creatures (those with at least 10 Int) detected by this feat can make an Intelligence check or a Scry check DC 20 to notice the faint touch of the shadetouched character's mind, as if they were being affected by the Scry spell.

A successful check reveals only that someone is observing the target.

Abilities granted by this feat are spell-like abilities. Using this feat causes 2 hit points of subdual damage per round. You may select other Shadetouched feats.

Special: Your eyes turn pale grey.

Shadetongue (General)

You can command the undead.

Prerequisites: Shadesight, Cha 15+.

Benefit: You may rebuke or command undead as an evil cleric of half your total character level. You must speak, and the undead must hear you. This ability does not stack with any other turning or rebuking abilities you receive from other classes. You also gain a +2 profane bonus to verbal Intimidate checks due to the power of your voice. Abilities granted by this feat are spell-like abilities. Each use of this feat causes 10 hit points of subdual damage.

Shadowleap (Special)

You are adept at jumping between shadows.

Prerequisites: Shadow Jump class ability.

Benefit: Add an extra 20 feet to the distance that you can Shadow Jump per day.

Normal: Shadow Jump is a class ability of the shadowdancer prestige class, first gained at 4th level.

Special: This feat may be taken multiple times. Each additional Shadowleap feat adds an extra 20 feet to the distance that you can shadow jump per day. See *Core Rulebook II* for the shadowdancer prestige class.

Shanty Man (General)

You are very familiar with the songs of the sea and can sing them with such zest and aplomb as to gain the confidence of sailors everywhere.

Prerequisites: Perform skill.

Benefit: You get a +2 circumstance bonus on all perform checks before an audience composed largely of sailors and other sea travellers. A successful performance grants you a +2 circumstance bonus on Charisma checks, as well as Bluff and Diplomacy checks, when dealing with someone who heard your performance.

Sign of the Crown (General)

Your birth was strongly influenced by the crown the sign of rule and domination. It gifted you with immense presence, along with a tendency to believe that you are right in all things.

Benefit: Once per day you may make a Diplomacy skill check as a free action to overwhelm a target with your presence. If the target fails to make a Will save with a DC equal to your skill check result you gain +10 on your next Diplomacy, Intimidate, or Bluff roll against them.

Special: You may only take this feat as a 1st level character.

Sign of the Eye (General)

The constellation of the eye peered down upon your birth granting you unusual perceptive abilities. You see things that others cannot.

Benefit: You do not have to guess the location of an invisible opponent although you still have the standard 50% chance to miss him due to total concealment.

Normal: You must guess where a total concealed opponent is and have a 50% chance to miss him even if you guess correctly.

Special: You may only take this feat as a 1st level character.

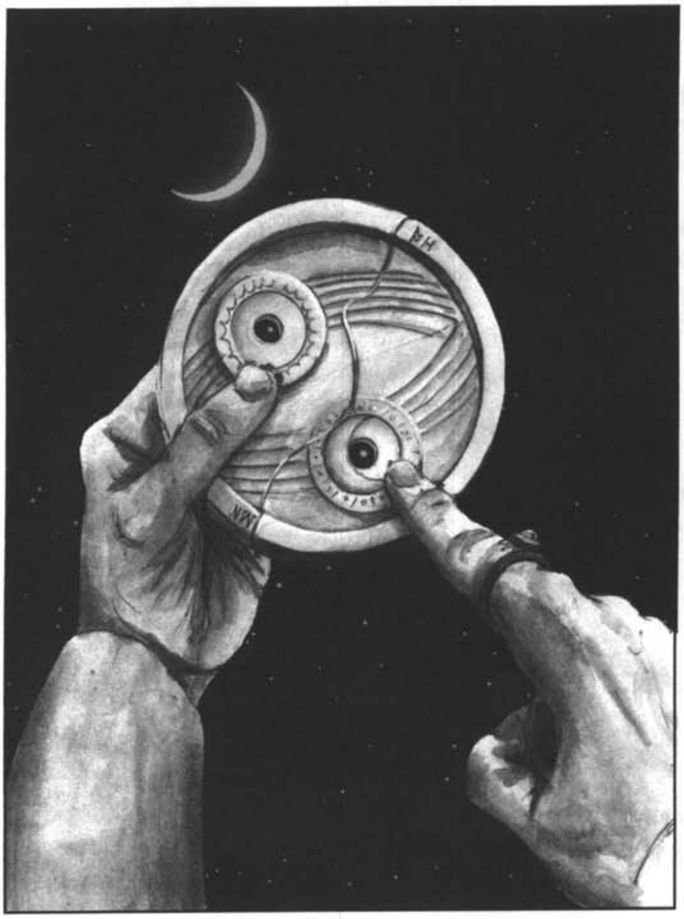
Sign of the Fan (General)

The fan's influence on your birth caused all those around your mother to wonder at her good fortune. Its magic infuses your every action helping you to turn a profit when others would simply fail.

Benefit: You earn an amount of gold per week of dedicated work equal to your Profession check result.

Normal: You earn an amount of gold per week of dedicated work equal to one half your Profession check result.

Special: You may only take this feat as a 1st level character.



Sign of the Scroll (General)

The wisdom of the world flowed into your bones as the light of the Constellation of the Scroll bathed your newborn body. You have an intuitive knowledge of almost every academic subject matter.

Benefit: You may make unskilled Knowledge checks in any field and have a chance of knowing even esoteric information.

Normal: Untrained Knowledge checks reveal only common knowledge.

Special: You may only take this feat as a 1st level character.

Sign of the Steed (General)

The great steed of the gods themselves came to your cradle to bless you. His gift was surefooted travel; the road before you will always be easy.

Benefit: Your Terrain and Overland Movement Modifier (*Core Rulebook I, pg 143*) cannot be less than x½ even on the roughest terrain.

Normal: In particularly difficult terrain movement is reduced to x¼ normal speed.

Special: You may only take this feat as a 1st level character.

Sign of the Trumpet (General)

When the trumpet rings forth the final doom of man its notes will resound in your blood for you are part of its song. Doom follows your footsteps and plagues those who hound you.

Benefit: Once per day you may invoke doom as a standard action. Every hostile creature within 30 ft. of you must make a Will save against a DC equal to 10 + your Charisma modifier + ½ your character level. If they fail they suffer –1 morale penalty to their attack and damage rolls for a number of rounds equal to your Charisma modifier. This is a mind-affecting supernatural ability.

Special: You may only take this feat as a 1st level character.

Silver Spoon (General)

You were born into some privilege and your character starts out with a monetary advantage

Benefit: When creating your character you start play with double the rolled starting gold for your class.

Special: This feat may only be taken at 1st level.

Singleminded (General)

You do as you please, regardless of what others may think.

Benefit: You gain a +2 morale bonus to all Intimidate checks and a +1 bonus to Will saves.

Skill Concentration (General)

Choose a skill that you have a special mastery over

Prerequisites: Skill Focus in the specified skill

Benefit: You get a +4 bonus on all skill checks with the skill selected.

Special: You can gain this feat multiple times. Its effects do not stack with Skill Focus or itself. Each time you take this feat, it applies to a new skill.

Skill Focus (General)

You are adept with a particular skill.

Benefit: You gain a +2 bonus on all skill checks with the skill you are focussed in.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you takes this feat, it applies to a new skill.

Skill Knack (General)

You have some special quality that enhances one of your skills

Benefit: Choose a skill, such as Ride. You have a special knack with that skill. You must have some special ability, such as long limbs for climbers; long fingers for Pick Pockets, lightning calculator for Profession (bookkeeper) or being double-jointed for Escape Artist. You get a +3 bonus with the skill in question.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill. The bonus does stack with the bonuses provided by skill learning feats, so you can take several feats to be ultra-specialised in a skill. Anyone can use a sense motive check to get a hunch about you (see *Core Rulebook I*). If the result is at least a 10, they are able to tell which skill you have a Skill Knack for from your appearance.

Notes: Because you must be somehow extra qualified for the skill in question, your character description should make allowance for such an aptitude. This means you can only pick Skill Knack when creating your character or be the result of some extraordinary eveyour character's career, such as being 'gifted' with donkey ears from a curse for a Skill Knack to the listen skill or getting bowlegged from countless hours in the saddle.

Skill Mastery (General)

You have honed your skills in the field, allowing you to use them even when stress or distraction might prevent a less-competent individual from doing so.

Prerequisites: 5 ranks in 6 different skills.

Benefit: Select a number of skills equal to 3 + your Intelligence modifier. When making a skill check with one of these skills, you may Take 10 even if stress and distractions would normally prevent you from doing so.

Special: Characters may take this feat multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (General)

You are such an accomplished liar that you have the ability to mentally talk your way out of charms, compulsions and other sorts of enchantment.

Prerequisites: Cha 13+, Bluff skill.

Benefit: If you are affected by an enchantment and fail the saving throw, 1 round later you can attempt the saving throw again. you only get one extra chance to succeed.

Skill Perfection (General)

Choose a skill in which you have achieved perfection.

Prerequisites: Skill Concentration in the specified skill

Benefit: You get a +6 bonus on all skill checks with that skill.

Special: You can gain this feat multiple times. Its effects do not stack with Skill Focus, Skill Mastery, or itself. Each time you take this feat, it applies to a new skill.

Skill Specialisation (General)

Choose a skill, such as Move Silently. You have a natural talent with that skill.

Prerequisites: Key ability 13+ for the chosen skill.

Benefit: The maximum rank allowed in the chosen skill is increased by two for class skills or one for cross-class skills (e.g. the maximum rank is increased to level plus five for class skills or level plus two and a half for cross-class). You must still purchase those ranks normally.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new skill.

Small Stature (Racial)

You are extremely small for a human, standing less than five feet in height.

Prerequisites: Humans only.

Benefit: A human with this feat is considered Small instead of Medium-size. This grants a +4 bonus to Hide rolls, improves your Armour Class by +1, improves your attack rolls by +1 and reduces the cost of many equipment items by 25%.

However, it also limits the size of weapons you can wield, reduces your weight limit by 25%, reduces your base speed by a third and hinders you in grappling combat.

Special: You may only take this feat as a 1st level character.

Smooth Talker (General)

You have a natural talent for the con, able to convince 'marks' from all walks of life.

Prerequisites: Cha 13+.

Benefit: You receive a +1 innate bonus on Bluff and Diplomacy checks. Additionally, you receive a +1 on Sense Motive checks. This bonus stacks with other feat or racial bonuses to these skills.

Social Scourge (General)

You are the master of the subtle put-down. With a few words, you can leave a rival sputtering and flushed with embarrassment, and onlookers amused by your cutting remarks.

Prerequisites: Cha 13+.

Benefit: When someone attempts a Diplomacy check in your presence, you may use this feat to impose a -5 morale penalty to that check. To inflict the penalty, you must beat your opponent's Diplomacy check with your own.

Social Graces (General)

You are comfortable when interacting with others, and facile in your social discourse.

Prerequisites: Cha 13+.

Benefit: You gain a +1 competence bonus on all Bluff, Diplomacy, Gather Information, Innuendo and Sense Motive skill checks. This bonus only applies when you are in a non threatening social situation and not when you are under stress. If a failed check with any of the above skills will result in combat, this benefit does not apply.

Spell Focus (General)

Choose a school of magic, such as Conjuration. Your spells of that school are more potent than normal.

Benefit: Add +2 to the DC for all saving throws against spells from the school of magic you select to focus on.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it must apply to a new school of magic.

Spell Level Combination (General)

You may combine spell levels using a point-based system.

Prerequisites: Primary ability score 13+, Concentration skill, Knowledge (arcana) 10 ranks, Special Training.

Benefit: When determining the spells that will be prepared for the day (wizard, cleric, druid, paladin, ranger) or when actually casting the spells (sorcerer, bard), the spellcaster has the ability to mix his spell levels in any combination, so long as the total spell levels prepared/cast do not exceed his prepared /casting capacity or number of spells castable per day. The number of points gained is based on the level of the spell. It is a strait one spell point per spell level exchange. In the case of 0 level spells, each 0-level spell counts as ½ of a spell level (e.g. 2 0-level spells equal one spell level). Always round down. The preparation/casting capacity for a single spell level is based on the spellcasters prime requisite divided by two - the spell level. A number of spell points may be spent to cast spells of a specific level up to the preparation /casting capacity for that level. There is a marked difference between the number of spell points and the preparation/casting capacity.

Special: This feat does not grant access to higher spell levels than the spellcaster already had access to.

For example: Morlock is a 17th level sorcerer with 24 Charisma. He can cast 9/7/7/6/5/5/4/4/2 spells per day. Morlock has 156 spell points. He can cast any spell he knows of any level he can cast by subtracting the number of spell levels needed to cast the spell (and whatever metagmagic requirements might need to be met) from his spell point total. Morlock's casting capacity (regardless of the number of spell points he has) is: 12/11/10/9/8/7/6/5/4.

Notes: This feat is only taught at special academies and should require special training on the part of the player character.

Spell Penetration (General)

Your spells are more potent and are able to break through spell resistance more easily.

Benefit: You gain a +2 bonus to Caster checks (1d20+caster level) to beat a creature's spell resistance.

Spell Toughness (General)

Choose a school of magic, such as Evocation; you are better able to resist hostile effects from this school

Prerequisites: Base Will save +4.

Benefit: Against spells from the chosen school, you get a +2 bonus to all saving throws.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Stand Against Spell (General)

Gain an additional fortitude resistance against spells

Prerequisites: Great Fortitude

Benefit: Gain an additional +2 to Fortitude saves.

Special: This feat stacks with Great Fortitude.

Steady Captain (General)

Your knowledge of the sea and calm manner when giving orders in battle grants you the respect of your crew. Listening to your every command, they respond rapidly and efficiently.

Prerequisites: Knowledge (seamanship) skill 6 ranks, Leadership, must be captain of a ship

Benefit: The crew of your ship gain a +2 competence bonus to all Seamanship checks whilst you remain in command of the ship.

Storm Sense (General)

You are so finely attuned to changes in temperature, wind and air pressure that you can reliably predict the onset of storms and other forms of precipitation.

Benefit: By taking just a few moments to study your surroundings, you can tell if a storm of any sort will affect your current location within the next three hours. For the purposes of this feat, 'storm' includes rain showers, thunderstorms, hurricanes and any other weather phenomenon that is accompanied by high winds and/or precipitation (rain, snow, sleet, etc.). Storm sense can also predict the onset of magical effects and creatures that mimic storms if those effects are already active at the time you study your surroundings for signs of their approach.

Strength of the Earth (General)

You are as resilient and enduring as the mountains.

Prerequisites: Toughness.

Benefit: You gain an additional hit point per level. You gain this benefit retroactively for all levels previously gained.

Strong-Arm (General)

You are trained at using brute force to get what you want from others.

Prerequisites: Stre 13+ or Con 13+.

Benefit: You can substitute your Strength or Constitution modifier (whichever is higher) for your Charisma modifier when making Intimidate checks.

Student of the Arts (General)

The essence of creation flows through your very soul.

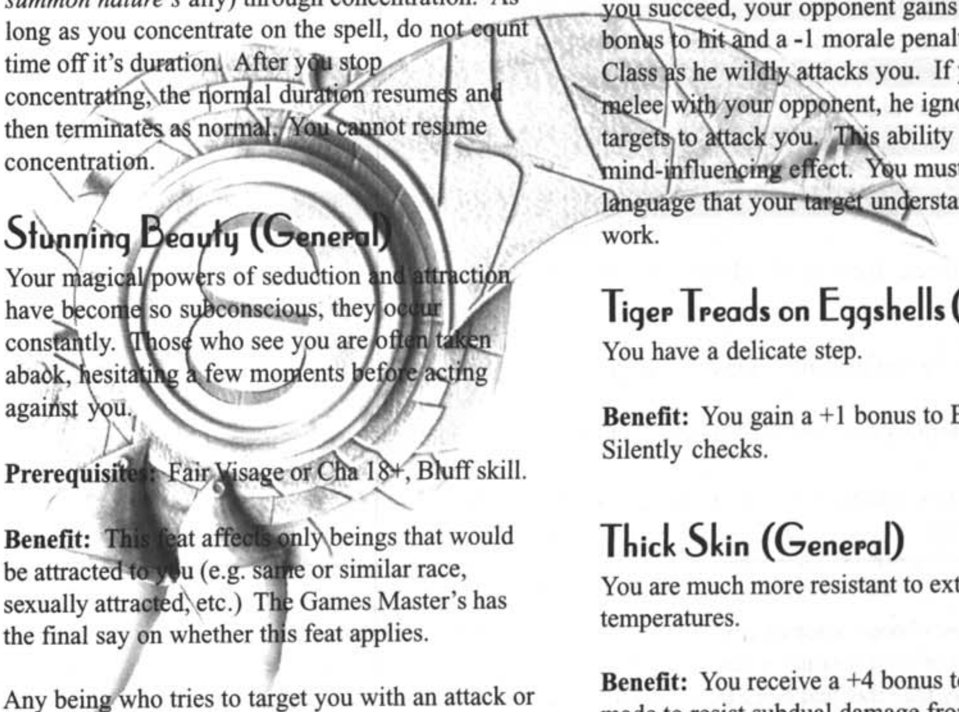
Prerequisites: Cha 14+, Dex 14+.

Benefit: You gain a +2 bonus to all Perform checks and to one Craft or Profession skill of choice.

Summoning Concentration (General)

Concentrate to maintain your summoned creatures.

Benefit: You can maintain the duration of a summon spell (such as *summon monster* or *summon nature's* ally) through concentration. As long as you concentrate on the spell, do not count time off it's duration. After you stop concentrating, the normal duration resumes and then terminates as normal. You cannot resume concentration.



Stunning Beauty (General)

Your magical powers of seduction and attraction have become so subconscious, they occur constantly. Those who see you are often taken aback, hesitating a few moments before acting against you.

Prerequisites: Fair Visage or Cha 18+, Bluff skill.

Benefit: This feat affects only beings that would be attracted to you (e.g. same or similar race, sexually attracted, etc.) The Games Master's has the final say on whether this feat applies.

Any being who tries to target you with an attack or spell during a surprise round loses the ability to act and must wait to do so until normal Initiative is rolled. During normal Initiative, if you have not yet acted in a given round when someone targets you with a spell or attack, he must delay his Initiative until it matches yours.

Strong Swimmer (General)

You are a swift swimmer, able to outdistance most others.

Prerequisites: Swim 8 ranks, Str 13+.

Benefit: Upon a successful Swim check, you may now swim at one-half your speed as a move-equivalent action, or your full speed as a full-round action.

Taunt (General)

Your have a wicked sense of humour and can create scathing, incisive jibes at the drop of a hat. Most people are leery of getting on your bad side, though sometimes you have to hold your tongue in order to avoid getting in trouble with those in power.

Prerequisites: Cha 13+.

Benefit: In combat, you can throw off your opponent's guard by delivering a devastating insult that enrages him. Make a Charisma check opposed by your opponent's Wisdom check. If you succeed, your opponent gains a +1 morale bonus to hit and a -1 morale penalty to his Armour Class as he wildly attacks you. If you are not in melee with your opponent, he ignores all other targets to attack you. This ability counts as a mind-influencing effect. You must speak in a language that your target understands for this to work.

Tiger Treads on Eggshells (General)

You have a delicate step.

Benefit: You gain a +1 bonus to Balance and Move Silently checks.

Thick Skin (General)

You are much more resistant to extreme temperatures.

Benefit: You receive a +4 bonus to Fortitude saves made to resist subdual damage from exposure to very hot (over 90° F) or very cold (below 40° F) environments.

Track (General)

You are able to follow the tracks of creatures and other characters across most kinds of terrain.

Benefit: To find tracks or to follow them for one mile requires a Wilderness Lore check. You must make another Wilderness Lore check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

Whilst tracking, you move at half normal speed (or at normal speed with a -5 penalty on the check). The DC depends on the surface and the prevailing conditions:

Surface	**DC**
Very soft	5
Soft	10
Firm	15
Hard	20

Condition	**DC Modifier**
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: *	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed).	+5

*For a group of mixed sizes, apply only the modifier for the largest size category.

**Apply only the largest modifier from this category.

If tyou fail a Wilderness Lore check, you may retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: Characters without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Special: You must choose whether you receive the bonus against hot or cold weather when you take this feat. You may take this feat more than once in order to gain a bonus against both hot and cold conditions.

Torturer (General)

You know how to use various implements of pain, such as the rack, thumbscrews, and other devices, to extract information from captives. Your methods are rarely pretty, but they are quite effective. With enough time, you can make almost anyone talk.

Prerequisites: Non-good alignment, Intimidate skill.

Benefit: If you have the proper tools at hand, you may use your Intimidate skill to extract information from an unwilling captive. For every ten minutes you spend working on a captive, he sustains 1d6 points of damage. In addition, both you and the victim must make opposed Will checks. If the victim fails, he truthfully answers one specific question you pose to him. For every ten minutes of torture beyond the first, the victim sustains a –2 circumstance penalty to his save. Proper tools include anything from an elaborate rack to a burning torch applied to the victim's bare feet.

Tough Skin (General)

Your skin is as tough as a mountainside itself.

Benefit: You gain a +1 natural armour bonus to Armour Class. This feat may be gained multiple times. Its effects stack.

Special: The total natural armour bonus gained by this feat may nor exceed your level divided by three.

Toughness (General)

You are more hardy than most.

Benefit: You gain +3 bonus hit points.

Special: You may choose this feat multiple times.

Trailblazing (General)

You have the ability to find easy paths through difficult terrain.

Prerequisites: Track feat.

Benefit: Your daily overland speed is increased by one terrain category. If you are travelling over normally trackless terrain, it is treated as road or trail terrain instead, and if you are travelling over road or trail terrain, it is treated as highway terrain.

You may make a Wilderness Lore check with a DC of 10 +2 per additional party member, to increase the daily overland speed of any group you are travelling with as well. A check must be made each time the group enters or leaves a new terrain type. The base time for this check is 1 hour, and you may Take 10 or 20 to improve the chances of locating a suitable path.

Traps (General)

You are proficient at finding mundane and magical traps, and can disable mundane and magical traps.

Benefit: A character with this feat can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. You can also use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A character who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works and bypass it (with his party) without disarming it.

Ventriloquism (General)

You have learned to throw your voice, making it appear to come from someplace else

Prerequisites: Perform skill.

Benefit: As a standard action, you can use the Perform skill to make your voice appear to come from another location. You must decide where you want your voice to appear to come from; the difficulty is equal to the number of feet away you wish to throw your voice. If there is something there that moves in a manner suggestive of speech or of making the sounds you are throwing, reduce the difficulty by 10. Listeners can try to realise what you are doing with an opposed listen roll, but such a listen roll is subject to normal range penalties.

Normal: Any performer who has chosen this field (see *Core Rulebook I)* can learn to do this on stage, using a puppet, but with this feat, you can do it in action and be convincing.

Versatile (General)

You are skilled in a variety of areas normally outside your profession's area of expertise.

Benefit: Select two cross-class skills. These skills are always considered in class skills for you.

Special: This feat may be selected multiple times. Each time, it applies to different skills.

FEATS OF STEALTH AND SONG

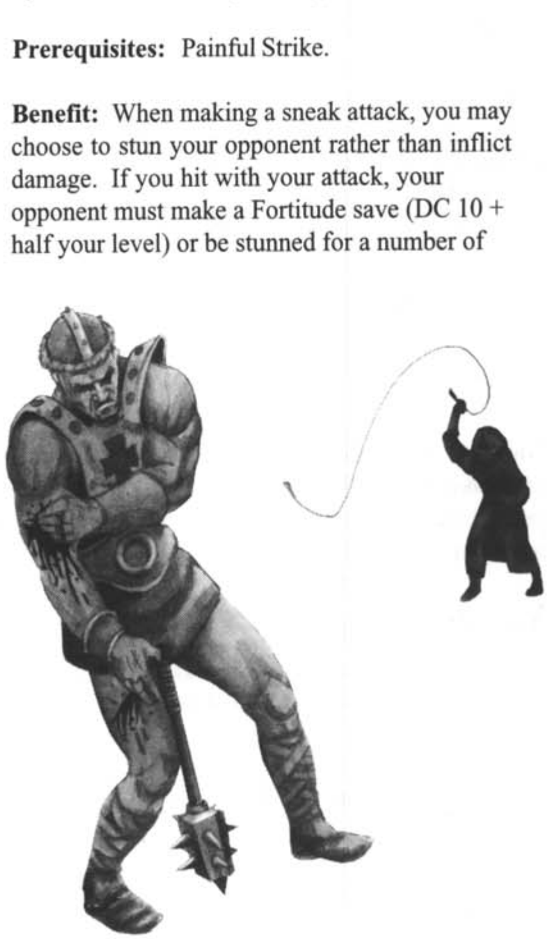
Feats of Stealth and Song presents those feats specifically aimed, or appropriate for bards, rogues, assassins and similar types of characters. Combat feats solely usable by a rogue are presented here, including those that require the Sneak Attack ability. Spellcasting feats solely usable by a bard are also presented here, along with skill-related feats that are most suitable for use by a rogue-type character.

Agonising Strike (General)

Your knowledge of anatomy allows you to target extremely sensitive points of your opponent's body and, with a single blow, you can leave your foe writhing in agony. While your strike leaves no lasting damage, the tremendous agony caused by this attack leaves your target stunned.

Prerequisites: Painful Strike.

Benefit: When making a sneak attack, you may choose to stun your opponent rather than inflict damage. If you hit with your attack, your opponent must make a Fortitude save (DC 10 + half your level) or be stunned for a number of rounds equal to half the number of dice you roll for sneak attack damage, rounding down. A stunned character loses his Dexterity bonus to Armour Class and may take no actions. Anyone attacking a stunned character gains a +2 bonus to hit.



Analyze Unliving (Special)

With sufficient training, a rogue can learn to analyze the structure of unnatural opponents, allowing him to strike their structural weak spots for additional damage.

Prerequisites: Rogue class level 1+, Dex 13+, Wis 13+.

Benefit: Select one of the following monster categories: Construct, Elemental, Ooze, Plant or Undead. You can make a Sneak Attack against a monster of that type, but use 1d4s for the Sneak Attack damage instead of the usual 1d6s.

Normal: Creatures of these types are normally immune to sneak attack damage.

Special: You can take this feat multiple times, selecting a different creature type each time.

Arcane Expertise (Special)

You are able to draw upon your spellcasting power to use a weapon with which you are not normally proficient.

Prerequisites: Bard level 3+.

Benefit: You may use a weapon with which you are not not proficient without suffering the usual penalty. To do so, however, you must expend one spell level per round in which you use the weapon. This feat represents the ability of bards to act as though they have some ability even when they are not truly skilled at a task.

Normal: A character who uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

Arcane Knowledge (General)

Not only have you studied how to activate arcane items, but you also learned the common markings used to identify items, the magical effects associated with different types of magic items, and the mundane signs that reveal an enchanted item's true nature. With a sip from of a potion, you can determine its effects.

Prerequisites: Arcane Sensitivity.

Benefit: You may identify magic items by studying them and utilising your Use Magic Device skill. You must spend one hour inspecting the item and testing it. In the process of studying a wand, staff, or wondrous item that uses charges, you automatically expend 1 charge from the item, though this magical energy seeps from the item harmlessly. After one hour, make a Use Magic Device check with a DC determined by the table below. If you succeed, you identify one of the item's magical properties. If you roll a natural one and fail, you immediately activate the item. If the item has a personal effect, it targets you. If it has an area of effect, the item's ability centres on your position. You may use this feat once per day.

Arcane Knowledge

Item Type	DC
Armour	20
Weapon	20
Potion	15
Ring	25
Rod	20
Scroll	15
Staff	25
Wand	20
Wondrous Item	25

Arcane Sensitivity (General)

Your skill at activating magic items comes not only from training and study but also from your innate ability to detect magical auras. When you grasp an item and concentrate, you sometimes feel arcane energies flowing through an item.

Prerequisites: Use Magic Device skill.

Benefit: You can detect magic items by grasping an item and concentrating for one minute. After the minute, make a Use Magic Device check (DC 20). If you succeed and the item is enchanted, you sense the power that flows through it. The Games Master makes this check for you.

Back Alley Brawler (General)

You have been in many fights where a kick to a sensitive area, a gouging finger to an eye, or the quick twist of an ear helped overcome your foe. In combat you are a wildcat, biting, clawing, and kicking your enemies without regard to any archaic notions of chivalry or fair play.

Prerequisites: Base attack bonus +2 or higher.

Benefit: Your unarmed attacks deal normal, rather than subdual, damage. In addition, you can feint with your weapon then deliver a quick kick to a sensitive area or a similar dirty shot. If you make no other attacks you can also, as a full attack action, make a Bluff check opposed by your opponent's Sense Motive skill. If you succeed, you may deliver a single unarmed attack against him using your best base attack bonus that deals double normal damage. When grappling, you tear at your opponent's ears, bite his fingers, or pull his hair, dealing double normal damage.

Blinding Strike (General)

Your mastery of underhanded, dishonourable tactics allows you to take temporarily blind your foe. You can either open a cut above his eye, causing blood to flow down into his eyes, or fling dirt into his face.

Prerequisites: Back Alley Brawler.

Benefit: You may use the full attack action to make an attack that blinds your foe. Make a single attack using your best base attack bonus. If you hit, your opponent must make a Fortitude save (DC 10 + half your rogue class level) or be blinded for 1d4 rounds. This attack only works once per battle against a given foe. Only creatures that use sensory organs to see are vulnerable to this attack. Blinded creatures suffer a 50% miss chance in combat, move at half speed, and suffer a –4 penalty to any Strength and Dexterity based skills that rely on sight. In addition, anyone attacking a blind creature gains a +2 bonus to their attack rolls.

Cautious (General)

In battle, you have learned the advantage of staying your hand until the most opportune moment presents itself.

Prerequisites: Expertise feat.

Benefit: You can refocus as a standard action instead of a full-round action. You can then take a move-equivalent action, and the refocus comes into effect the following round.

For example: you roll for Initiative and get a 10 (a natural 6 + 4 for Improved Initiative). On the third round of combat, you refocus and take a move-equivalent action. On the next round you act on 24 (20 + 4 for Improved Initiative)

Cold-Blooded Killer (Special)

You are cold-blooded slayer, able to precisely kill others with devastating sneak attacks.

Prerequisites: Death Attack, base attack bonus +7 or higher.

Benefit: You add +2 to the DC of the Fortitude save made to resist your death attack. Even if your opponent succeeds on his saving throw, you inflict +1d6 points of damage on your sneak attack.

Normal: The standard DC for an Assassin's death attack is 10 + assassin class level + Intelligence bonus.

Conceal Weapon (General)

You are adept at keeping a weapon hidden on your person in such a way that you can draw it without any undue trouble. You often have to go into areas where openly wearing weapons is frowned, or you have often hidden a weapon in easy reach in order to get the drop on an opponent.

Prerequisites: Int 13+.

Benefit: You gain a +2 competence bonus to Bluff checks to convince someone that you are unarmed or to hide a weapon on your person. You may draw a hidden weapon as a move-equivalent action rather than retrieving it as a stored item.

Normal: Pulling out a hidden weapon normally counts as a retrieving a stored item, which draws an attack of opportunity This feat makes that action the equivalent of drawing a weapon, which does not provoke an attack of opportunity.

Special: If you have the Quick Draw feat, drawing a hidden weapon is a free action and you gain a +2 bonus for the first attack. In addition, if you succeed at a Bluff check during this first attack, your opponent it caught flat-footed. This Bluff check is a free action.

Contacts (General)

You have friends in the right places. With a few words in the right place, you can get your hands on magic items, buy discounted healing from a temple, or walk right of jail. Not only do you know people in power, but they also owe you several favours or are under your thumb via an extortion scheme.

Prerequsites: Gather Information skill 8 ranks.

Benefit: Select one of the general contact types listed below. You gain the benefits listed under that type when operating in your contact's home city or territory.

Fence: You know a merchant who deals in stolen goods. You can sell items you steal to him for their listed price, even unique items or those that would normally draw suspicion from dealers. You can also purchase any normal item at a 10% discount.

Law Enforcement: You have a few friends in the local legal system, allowing you to easily skirt the law. You do not need to pay any fines of less than 100 gp and never serve jail time for crimes short of murder or rape. The local guard still brings you into custody if they catch you, but in 4d6 hours of captivity your contact arranges for your release.

Temple: You have done a few special jobs for a local church, gaining the favour of the priesthood. Once a month, the temple casts a 3rd level or lower spell on your behalf for free. In addition, you may purchase other spells from them at a 10% discount. The priests do not adventure with you and do not leave the city or venture into dangerous areas, such as dungeons, to fulfil their debt.

Wizards' Guild: You are on friendly terms with the leadership of a local wizards' guild or arcane academy. Once per month, you may ask them to cast a spell of up to 3rd level on your behalf for free. You may also purchase other spells, potions and scrolls from the guild at a 10% discount.

Special: You may select this feat more than once, every time gaining either a different type of contact or a contact in a different town or city. Your Games Master will provide information on your contacts, such as their names and the circumstances surrounding their relationship to you.

Contemptible Target (General)

You appear weak and puny, causing opponents to ignore you in combat, as they assume you lack the strength or skill to pose a threat. Often, enemies attack your allies whilst paying you no mind, allowing you to move into position to demonstrate how deadly you really are.

Prerequisites: Low Key, maximum Str 13+.

Benefit: Until you attack or cast a spell in combat, your enemies ignore you as long as a different opponent stands within their threatened area. This does not allow you to gain sneak attacks against them unless you are hidden or otherwise have the opportunity to use that ability. Your foes are aware of your presence but simply give other targets a higher priority. As soon as you attack, you lose the benefit of this feat. Enemies that have previously seen you fight are immune to this feat, as are their allies who are warned of your true skill.

Contortionist (General)

You are adept at contorting yourself in order to escape the grasp of others.

Prerequisites: Dex 13+.

Benefit: You gain a +4 competence bonus to all Escape Artist checks made to escape a grapple attack or to avoid being swallowed whole by a large monster.

Compelling Song (General)

Your ability to *fascinate* others through bardic music is greater due to your compelling voice and captivating songs.

Prerequisites: Cha 15+, Perform skill 6 ranks, bard level 1+.

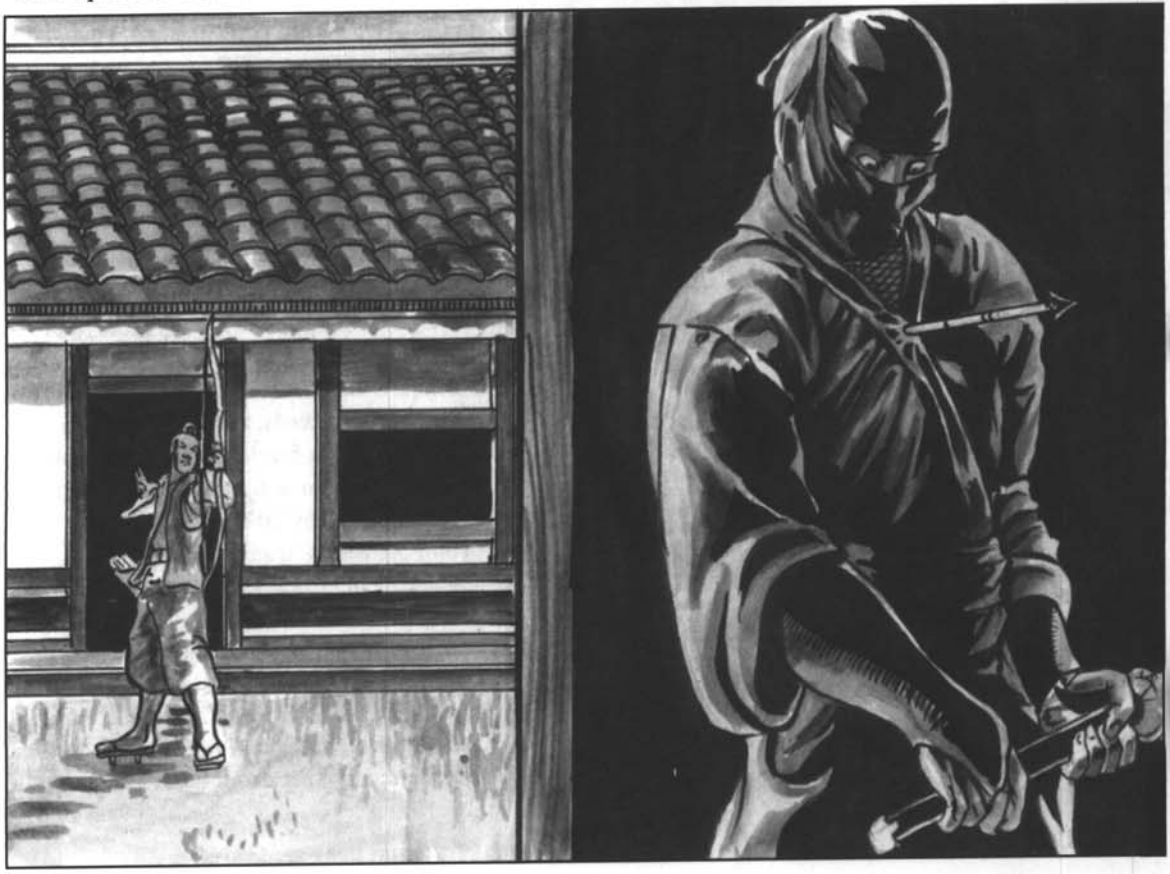
Benefit: While using your bardic music ability to *fascinate* creatures, you gain a +4 circumstance bonus to your Perform check.

Crippling Strike (Special)

Your training in anatomy allows you to cut tendons, rupture organs and otherwise cripple your opponent with a successful Sneak Attack.

Prerequistite: Sneak Attack class ability.

Benefit: Whenever you damage an opponent with a Sneak Attack, the target also takes 1 point of temporary Strength ability score damage.



Earth Harmonics (General)

Because of your understanding of how sound moves through the earth, creatures with the Earth subtype find your bardic music hard to resist.

Prerequisites: Dwarf, Bardic music ability, Perform skill 5 ranks.

Benefits: The DC to resist your bardic music is increased by 2 whenever the ability is used against a creature with the Earth subtype. In addition, your bardic music can affect creatures with the Earth subtype even if they are normally immune to mind-influencing effects.

Enthral (General)

Your singing, oration or performing fascinates others, distracting them from other concerns.

Prerequisites: Perform skill 6 ranks.

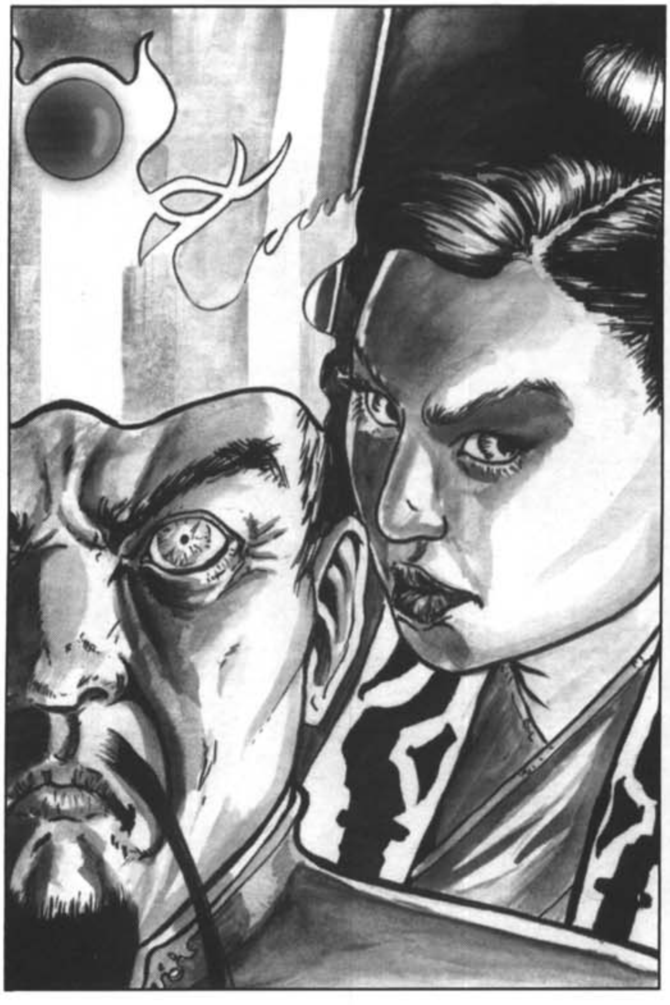
Benefit: Those people listening and watching your performance, who are within 90 ft. of you, may become completely enthralled by your performance, ignoring all else except life-threatening combat going on around them.

Make a Perform check. Each person in the audience makes a Will save with a DC equal to the result of your Perform check. If successful, there is no special effect other than the usual Perform effect (although you may not try to enthral the same listeners again for 24 hours). All who fail will sit and listen rapturously for one round per your total character level. Their Spot and Listen checks suffer a –4 penalty. Any possible threat allows the enthralled person another save attempt against a new Perform check result. An obvious threat automatically ends the effect.

While performing, you must concentrate as a standard action for the entire performance.

Expert Bardic Knowledge (General)

You are able to coax information from the most reluctant of subjects – magic items.



Prerequisites: Perform skill 10 ranks, Gather Information skill 6 ranks.

Benefit : You are able to identify the properties of magic items by entering a trance-like mystical performance. Though time consuming, this is the surest method for uncovering the secrets of such powerful objects.

To use this feat, the bard must be alone with the item and have plenty of time to enter his trance and explore the item's magical resonances. After 1d4 hours, the bard slips into a performance trance. Each hour after this, he is allowed to make a single Perform check (DC 20 + the caster level of the item). If the check succeeds, the bard discovers one of the item's functions, and understands how that function is activated. If the bard exceeds the DC by 10 or more, he discovers two of the item's functions and how to activate them. Conversely, if a bard fails two of his Peform checks in a row, he is unable to divine any more useful information about the item. He may investigate the item again after achieving another level, but is otherwise unable to determine anything about the item.

The bard may continue exploring the item for up to eight hours, after which he must receive a full night's rest before he can use this feat again.

Extra Bardic Music (Special)

You may use your Bardic Music ability more times per day.

Prerequisites: Bardic Music class ability.

Benefit: This feat allows you to use your Bardic Music ability four more times per day.

Special: You can take this feat multiple times, gaining four extra uses each time.

Favoured Instrument (General)

The bard may gain bonuses to spell effectiveness by using his favourite instrument.

Prerequisites: Bardic music class ability.

Benefit: This feat allows a bard to choose a single instrument as his favoured instrument. This is his personal instrument, one that he has practised with continuously, and he knows it so well it is practically a part of his body. As a consequence, all spells cast while using this instrument gain a +2 to their save DC.

Should the instrument ever be stolen or destroyed, the bard suffers a –1 morale penalty on all attack rolls, weapon damage rolls, skill checks and saving throws for the next week. After an additional month of training and practice, the bard may specify a new favoured instrument.

Foul Sneaking (General)

You can Sneak Attack stymied creatures.

Prerequisites: Sneak Attack ability.

Benefit: In addition to normal Sneak Attack opportunities, you can Sneak Attack a target that is dazzled, entangled, or nauseated. See the condition summary in *Core Rulebook II* for a description on these conditions.

Greedy Eyes (General)

You have an extraordinary skill for rapidly assessing the value of antiques, heirlooms, and other potentially valuable items. While your rapid estimate is not as reliable as a carefully considered inspection of an item, it does well enough in a pinch, such as when you have sneaked into a dragon's lair and need to quickly figure out which of its treasures are the most valuable.

Benefit: You need only 1 round, rather than a minute, to make an estimate of an item's value. However, when appraising a value this quickly, you suffer a -2 penalty to your Appraise check. In addition, you do not gain a bonus for using a magnifying glass or merchant's scale to assess an item.

Normal: It takes 1 minute to judge an object's value with the Appraise skill.

Improved Equilibrium

You are able to perform acrobatic manoeuvres on high rooftops, sloping ledges and other precarious surfaces with remarkable ease.

Prerequisites: Dex 13+, Balance skill 4 ranks, Climb skill 4 ranks.

Benefit: You may move up to your normal speed over precarious surfaces or while climbing with no penalty to your Balance or Climb skill checks.

Improved Sneak Attack (Special)

You have trained extensively in the art of sneak attacks with a particular weapon. Choose one weapon such as short sword or light crossbow. With that weapon, your attacks sneak attacks are devastating.

Prerequisites: Weapon Focus with the particular weapon

Benefit: If you roll a critical hit when making a Sneak Attack, the weapon damage is multiplied as normal for that weapon, but the Sneak Attack damage is also increased by +1d6. For ranged weapons, this feat only applies to attacks with ranges up to 30 feet.

Normal: Sneak Attack damage is not modified by critical hits.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Increased Precision (General)

You may make precise shots at range

Prerequistes: Far shot, base attack bonus +6 or higher.

Benefit: The range at which you can make sneak attacks and use your point blank shot feat is increased by one range increment.

Special: You can take this feat up to three times.

Intercepting Voice (General)

Your ability to countersong against spellcasting opponents is improved by your penetrating voice.

Prerequisites: Cha 15+, Perform 3 ranks, bardic music class ability.

Benefit: While using your bardic music to countersong, you gain a +4 circumstance bonus to your Perform check.

Light Footed (General)

You are extremely light on your feet. While you are not any stealthier than the average person is, your footsteps are much more difficult for creatures with the tremorsense special ability or who rely on vibrations and other subtle hints to detect a creatures presence.

Prerequisites: Dex 13+.

Benefit: Against creatures with the tremorsense ability, you are allowed to make a Move Silently check to avoid being detected.

Normal: Tremorsense allows a creature to automatically detect all movement within range of its ability

Special: Against dragons or other creatures which rely on their keen sense of their environment to detect enemies, you gain a +2 competence bonus to Move Silently checks.

Lightning Grab (General)

Not only do you react faster than others, but you quickly scan a situation and make a rapid move to grab an item out of another's hand, belt, or backpack.

Prerequisites: Improved Initiative, Dex 15+.

Benefit: You may take an item from any flat-footed opponent within 5 feet with a successful Pick Pockets check opposed by your opponent's Reflex save. You may take any item that you could normally carry, and may grab anything you can see on your opponent. For example, you could take a dagger from an orc's belt sheathe, but you could not grab the weapon if the orc had it out of sight in his belt pouch. Any item that could be freely picked up, without undoing buckles or knots, is vulnerable to this feat.

Low Key (General)

You are the kind of person others tend to overlook. You easily blend into crowds and often have trouble gaining the attention of waiters in taverns or restaurants. You lack any eye-catching traits, and have the typical height, weight, hair colour, and skin tone for your race.

Benefit: You gain a +2 bonus to all Disguise and Hide checks. You look so plain and normal that others tend to simply overlook your presence.

Special: You may only take this feat at 1st level.

Nimble Fingers (General)

Your natural skills as a thief have been finely honed by years of experience and training.

Prerequisites: Escape Artist, Open Lock, Pick Pocket skills.

Benefit: You may use each of the following abilities once per session.

Fast Slip: With a successful Escape Artist check, you shrug off your bonds in half the usual time.

Fast Pick: With a succesful Open Lock check you pick the lock in half the usual time.

Fast Swipe: You may make a Sleight of Hand skill check as a free action.

Painful Strike (Rogue)

You know how to hit where it counts. When making an attack, you aim your blows to hit sensitive areas, causing tremendous pain in your target.

Prerequisites: Back Alley Brawler, base attack bonus +3 or higher.

Benefit: As a full attack action, you may make one attack at your best base attack bonus. If you hit, your opponent must make a Fortitude save (DC 10 + half your level) or be partially overcome with terrible pain. Your foe receives a –2 circumstance penalty to all attacks, skill checks, saves, and damage rolls until your next action.

Perceived Alignment (General)

Through self control and discipline, you are able to cloak your true motivations, even to the eyes of magic.

Prerequisites: Int 13+.

Benefit: You may emulate any alignment up to one step removed from your own, plus one additional step each time you learn the feat again. (For example, a lawful evil character with two levels of Perceived Alignment may pretend to be neutral evil, lawful neutral, chaotic evil, true neutral, or even lawful good.) The feat's benefits are negated if you act in a manner that publicly disproves your false alignment, unless you can somehow rebuild your reputation. Good characters may not select this feat.

Special: You may not take this feat more than twice. Artefacts, as well as effects or items with a caster level five or more levels higher than your own, are not affected by this feat. They are simply too powerful to be fooled.

Perfectly Still (General)

You can move very slowly or stand still to maximize your chances to remain hidden.

Prerequisites: Dex 13+.

Benefit: You receive a +4 circumstance bonus to Hide checks when staying perfectly still, or a +3 circumstance bonus by moving at a speed of 5 feet per round.

Normal: A character can move up to half his normal speed with no bonus or penalties to his Hide check.

Poison Reaper (General)

Many times in the course of developing a new poison you have ventured out into the wilderness to collect natural venom from spiders, lizards, and other dangerous creatures. You know how to extract poison from a monster and use it on your weapons.

Prerequisites: Poison Craftsman.

Benefit: You can extract one dose of poison from a dead animal, beast, or vermin that uses venom. The creature may not have been dead for more than 24 hours, and it takes one hour of work to extract poison from the corpse. Make a Craft (posions) check (DC 20) to determine if you succeed in removing the poison. If successful, you gain one dose of injury poison from the creature's venom sacs or similar organs. The poison functions exactly as per the creature's venom, though its save DC is decreased by 2d4 as the process of removing the poison and exposure to air leaves it less potent than normal.

Skill Sacrifice (Special)

Allows a bard to know more spells than normal.

Prerequisites: Cha 15+, bard class level 3+.

Benefit: You may permanently sacrifice a number of skill points to gain additional spells known. You may sacrifice as many skill points as you desire. Spells are learned on a direct 1-spell-level to 1-skill-point ratio. A single cantrip requires 1 skill point. Spells learned must be determined at the time of the sacrifice, Once this decision is made, it can never be undone.

Special: This feat may be taken multiple times. Each time it is taken, the character determines the number of skill points to be sacrificed and the specific spells to be learned, This feat can only be taken when gaining a level as a bard.

Smear Campaign (General)

You can attempt to ruin another's good name or instil hostility toward him in certain people.

Prerequisites: Cha 13+.

Benefit: You can change others' attitudes toward someone by spending time bad-mouthing him. It usually takes at least one evening of carousing with the targeted audience, similar to making a Gather Information check. Characters normally make Charisma checks to alter someone's attitude for the better. You can alter it for the worse with your own Charisma check. Whenever the object of your smear campaign arrives, people's initial attitude toward him are whatever you influenced

Smear Campaign

Initial	New Attitude				
Attitude	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Unfriendly	15	-	-	-	-
Indifferent	20	15	-	-	-
Friendly	25	20	15	-	-
Helpful	30	25	20	15	-

Note: Add +5 to the DC if people in the crowd know the person personally.

them toward. The audience does not need to personally know the person; reputation and name is enough.

Songs of the Suggestive Siren (General)

Your voice and songs carry greater power when attempting to make a *suggestion* to a *fascinated* creature.

Prerequisites: Cha 17+, Perform skill 9 ranks, bard level 1+.

Benefit: While using your Bardic Music to make a *suggestion*, the DC to resist this ability is increased by two, changing the DC to 15+ your Charisma modifier.

Normal: Without this feat, the DC to resist your *suggestion* would be 13+ your Charisma modifier.

Songs of Triumph (General)

Your ability to recall stories of great triumph improves your ability to inspire others.

Prerequisites: Cha 15+, Perform skill 6 ranks, bard level 1+.

Benefit: While using your Bardic Music to inspire courage, you grant your allies a +4 morale bonus to saving throws against charm and fear effect, as well as a +2 morale bonus to attack and weapon damage rolls.

Normal: Without this feat, you would only grant a +2 morale bonus to saving throws and a +1 morale bonus to attack and damage rolls.

Splintering Strike (Rogue)

You have fought many constructs and other creatures composed of inanimate material. You have an eye for picking out structural weaknesses in their bodies and hitting them with devastating attacks. With one careful swing of your blade you widen a crack in a stone golem's torso or sunder an animated object.

Prerequisites: Base attack bonus +3 or higher.

Benefit: You may make sneak attacks against constructs. In addition, you deal an additional +2d6 damage when making sneak attacks against such creatures.

Subtle Manipulator (General)

You are sneaky and prefer to solve things from the shadows.

Benefit: You gain a +3 bonus on Hide and Bluff checks, but a -2 penalty to Diplomacy checks.

Voice of Inner Strength (General)

Your ability to inspire greatness is greater due to the power of your inner strength, which you share with allies through song and story.

Prerequisites: Cha 17+, Perform 15 ranks, bard level 1+.

Benefit: While using your bardic music to inspire greatness, you grant the following boosts to an ally.

† +4 Hit Dice (granting temporary hit points).

† +4 competence bonus on attacks.

† +1 competence bonus on all saving throws.

Normal: Without this feat, your inspire greatness ability would only grant +2 HD, a +2 bonus to attacks and a +1 bonus to Fortitude saving throws.

Trapmaster (General)

You are an expert at both building and disarming traps.

Prerequisites: Dex 15+.

Benefit: You gain a +2 bonus to all Craft (trapmaking) and Disable Device checks.

Wall Fighter (General)

You often scale cliffs or scramble up to the roof of a building while under enemy fire. You excel at both climbing and fighting, either due to your natural agility or extensive training. While others are sitting ducks while climbing, you are an elusive target.

Prerequisites: Expert Climber.

Benefit: While climbing, you gain your Dexterity bonus to your Armour Class. Furthermore, those attacking you do not receive the standard +2 bonus to hit. If you choose to climb more quickly than normal, as per the accelerated climbing rules, you lose the benefits of this feat.

Normal: While climbing, you count as stunned for purposes of attacks made against you. Your enemies gain a +2 bonus to hit, and you lose your Dexterity bonus to Armour Class and may not use a shield. Note that even with this feat you still cannot use a shield while climbing.

Worldly Knowledge (General)

You are wizened to the world and have the knack for picking up various facts and stories.

Prerequisites: Bardic knowledge. May only be taken at 1st level.

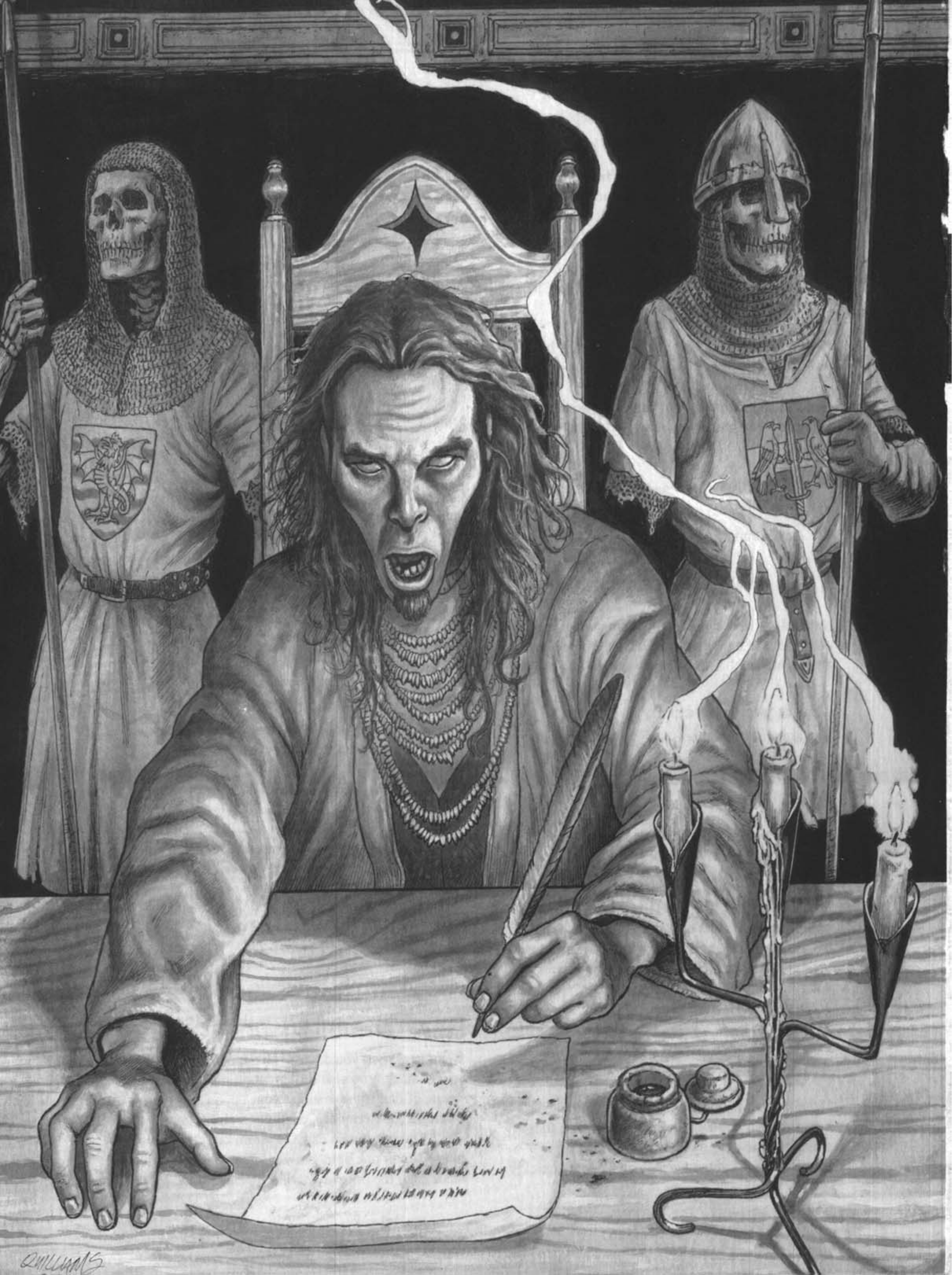
Benefit: You gain a +2 circumstance bonus to all Bardic Knowledge checks and Gather Information checks.

Wounding Strike (General)

Your sneak attacks not only injure but also cripple and leave opponents vulnerable.

Prerequisites: Crippling Strike class ability.

Benefit: When you damage an opponent with a sneak attack, you also deal an additional 1d2 points of damage to a either your opponent's Strength, Dexterity or Constitution ability score. Ability points lost to damage return on their own at the rate of one point per day. This feat does not stack with the crippling strike special ability.


QWILLIAMS

FEATS OF THE UNLIVING

Whilst necromancers are often powerful wizards in their own right, those that pry deeper into the hidden and convoluted mysteries of their art are able to tap and control negative energy directly. No longer restricted to mere sanitised spellcasting, an accomplished necromancer will slowly learn to draw negative energy to him at will, without recourse to memorised spells that ultimately limit his true potential. This is where the real power of the necromantic school of magic lies. Through the direct manipulation of negative energy, practitioners are able to shrug off the effects hostile undead may cause, animate corpses by mere touch and duplicate almost any divine ability of those clerics who worship death in all its forms.

Such power, however, comes neither easily nor without a price. A neophyte necromancer is unlikely to be even aware of such abilities and even one more experienced may find himself courting great danger in his obsession to understand the art he has devoted his life to. Drawing upon negative energy in this way ravages both body and mind, the flow of power flooding the practitioner's very being to destroy the essence of his life. Prolonged exposure is extremely hazardous and the visible effects can be marked. Limbs may be twisted or contorted into dreadful aberrations, flesh may decay whilst still on the bone and eyesight severely damaged by direct sunlight. Furthermore, negative energy may remain after such magic is worked to cause further unwanted effects – animals and small children may flee in terror from an afflicted necromancer, sensing the dark power within him, plant life may whither at his passing or he may develop a need and desire to consume the flesh of the dead. Ultimately, the necromancer will move inexorably towards a state of undeath, becoming little different from the dread creatures associated with the practice of necromancy. The secrets of the art are open and ready to all willing to devote their lives to the magic but none should doubt the inherent risks that will be run in its application.

USING NECROMANTIC FEATS

Necromantic feats are gained and used in the same way as those listed in *Core Rulebook I.* They differ only in that the power used comes from the character's control of negative energy rather than from some innate ability of the character himself, and that there are possible (even probable) side effects to contend with.

Only arcane spellcasters may choose to take a Necromantic feat rather than one listed in *Core Rulebook I* or other publications and then only if they meet the listed prerequisites of each.

Unless stated otherwise, all Necromantic feats are performed as standard actions. In addition, a Negative Energy check must be made every time a Necromantic feat is used, as the practitioner is concentrating hard to control the flow of negative energy he must draw to his person in order to avoid undesired side effects. This is made at DC 10, with his caster level and Intelligence bonus being applied as positive modifiers. A roll of 1 is always deemed a failure.

Upon failure, the player must roll on the Negative Energy Side Effects table below and apply the result to his character. Success will mean the character has safely resisted the effects of the negative energy flowing through his system – this time, at least. Regardless of whether the Negative Energy check is passed or not, the Necromantic feat will still function as normal.

A player may choose to modify the dice roll on the Negative Energy Side Effects table by using half his caster level, rounded down, as either a bonus or penalty. In this way, he may intentionally try to minimise the effects of the negative energy or embrace them fully. The choice to modify the roll on the table must be made before the dice are actually rolled.

Negative Energy Side Effects

d20	Side Effect
1	Aura of Unease
2	Animal Terror
3	Light Sensitivity
4	Stench of Death
5	Eater of the Dead
6	Plague Carrier
7	Holy Aversion
8	Glowing Eyes
9	Life Corruption
10	Talons
11	Negative Level
12	Disfigurement
13	Reduced Healing
14	Frail Body
15	Insanity
16	Cadaverous Figure
17	Charisma Loss
18	Strength Loss
19	Constitution Loss
20	Undeath

Aura of Unease

A common affliction of many who practice the necromantic arts, any who come into prolonged contact with you will feel distinctly uneasy. It may be your overly dark but piercing eyes, an air of intimidating power or merely a general sense that something is 'wrong' that puts people on their guard. They are unlikely to deduce the nature of your necromantic art from this feeling unless they have come across this particular side effect in the past though it is likely it will affect any negotiations you attempt. You also gain a +2 circumstance bonus to any Intimidation checks. This side effect may only be applied once to a character. If it is already in place, re-roll this result on the Negative Energy Side Effects table.

Animal Terror

Very young children and mundane, non-magical animals will seek to avoid you at all costs and will attempt to remove themselves from your presence in the quickest way possible. If restrained in any way, their distress will be obvious, with horses shying away and dogs barking, for example. It will be quite impossible to ride any such animal as a mount. The first time this side effect is gained, animals will only attempt to avoid you if you move within five feet of them. This range increases by ten feet every time this side effect is rolled. This is no maximum radius for this effect.

Light Sensitivity

Your eyesight becomes unusually sensitive to bright sources of light, to the point where they can actually cause physical pain. From now on, you will suffer a –1 penalty to attack rolls when in bright sunlight or within the radius of a *daylight* spell. However, you will also gain low light vision extending to a range of 60 feet if you did not already possess it. Existing low light vision will be extended by 60 feet. This side effect may only be applied once to a character. If it is already in place, re-roll this result on the Negative Energy Side Effects table.

Stench of Death

A perpetual stench of corpses and disturbed graves constantly surrounds you, resisting all attempts to alleviate it. This may be masked by the use of ever more potent perfumes and musks though their application will, of course, be painfully obvious to any you meet. Such fragrances will cost 10 gp per day every time this side effect is rolled for as the stench of death gets progressively worse, should you choose to disguise it. A –1 circumstance penalty to your Hide skill must also be applied every time this side effect is rolled for.

Eater of the Dead

The corrupting effects of negative energy flow through your body, driving you to debased acts that defy all normal conventions of society. You develop a highly unnatural desire to feast on the flesh of the dead, an abhorrent act to all but the most primitive of creatures. For the first time this side effect is rolled, you must consume a small amount of flesh from a humanoid corpse at least once a day or suffer the cumulative but temporary loss of one Strength point each day you abstain. For the second time this side effect is rolled, you may only eat flesh from humanoid corpses, normal food causing you to retch uncontrollably. Failure to do so will result in the Strength loss described above, as well as the normal effects of starvation as described in Core Rulebook II. Strength points will be regained at the rate of one per day after consumption of corpse flesh has been resumed. Subsequent rolls will have no further effect and must be re-rolled on the Negative Energy Side Effects table.

Plague Carrier

Continued proximity to the forces of death and undeath have all but eroded your body's natural defences against disease and infection. However, as you continue to transform through the constant flow of negative energy flooding through your system, such diseases and plagues cease to have any real effect upon you. The Games Master will randomly select a disease from *Core Rulebook II*, or create one himself. You are now a carrier of this disease. Whilst immune to its effects yourself (even from outside sources), anyone coming into contact with you runs the very real risk of contracting it, as described in *Core Rulebook II*. The use of a *cure disease* spell will vanquish this disease as normal but it will automatically return within 1d6 days. Subsequent rolls of this side effect will cause yet another disease to be carried.

Holy Aversion

The power of faith from those who serve deities of good has always had a powerful effect upon the darker purposes of negative energy and as it flows through your system, an aversion to holy powers becomes evident. You will no longer be able to tolerate the presence of holy symbols and icons of good deities and will not willingly approach or stay within five feet of them unless you make a Will save, DC 20. Good clerics will also be able to turn you, using your character level in place of undead Hit Dice, though no cleric will be capable of destroying or commanding you no matter their deity or strength as you are not yet wholly undead. In addition, contact with holy water will cause your skin to burn and sizzle, causing 1d6 points of damage. This side effect may only be applied once and subsequent rolls must be re-rolled on the Negative Energy Side Effects table.

Glowing Eyes

Your eyes begin to glow with their own inner crimson light, easily noticeable except within strong, direct sunlight. You gain darkvision with a range of 60 feet from this side effect. If you already possessed darkvision, its range increases by 60 feet. This side effect may only be applied once to a character. If it is already in place, re-roll this result on the Negative Energy Side Effects table.

Life Corruption

With small amounts of negative energy now flowing as easily through your system as blood, you have become, in a sense, the very antithesis of life itself. The natural world will recoil from your passing, with plant life withering and small animals snuffed out by your mere presence. From this point on, your touch will cause all natural plants and tiny creatures of less than one Hit Dice to die immediately and food to rot or turn sour. Subsequent rolls of this side effect will extend its radius by five feet each time. This side effect has no effect on larger forms of life or those of the undead, construct or outsider types.

Talons

One of your hands twists and warps as you mishandle a small amount of negative energy in the use of a Necromantic feat. It withers and reforms into the likeness of a talon or bony claw. From this point, your unarmed attacks cause d4 points of damage. This has no further games effects and you will still be able to manipulate objects and cast spells normally. A second roll of this side effect will cause your other hand to form into a talon but subsequent rolls after this must be re-rolled on the Negative Energy Side Effects table.

Negative Level

Pure, unrefined negative energy can have a crippling effect upon those who misuse it. During the use of a Necromantic feat, it power ravages your body and mind, temporarily crippling you. You gain one negative level immediately. This is temporary, however, and the negative level will be regained one day later. If your character level drops to 0, you are slain, destroyed by the very power you sought to control.

Disfigurement

A slip in concentration whilst controlling the negative energy of your art causes a momentary flashback of dark power, painfully ravaging your body and leaving it all but broken. A disfigurement of the Games Master's choosing is applied immediately, be it a twisted limb, a pronounced limp (possibly reducing speed), a hunch or anything else he decides as suitable. Subsequent rolls of this side effect will cause additional disfigurements.

Reduced Healing

Negative and positive energies are direct opposites, the antithesis of one another, their combination only resulting in the annihilation of both. As your body becomes increasingly charged with negative energy, the positive energies used to heal wounds cease to have such potent effect. Every time this side effect is applied, you will gain 2 hit points less than normal from any type of healing magic. Note that this cumulative penalty *can* result in a loss of hit points if it is higher than the amount gained through a healing spell.

Frail Body

You body, ravaged by the powers you continually seek to channel, becomes far weaker and less resilient to the damage it may suffer. Wounds bleed far longer than they used to, broken bones do not mend as quickly and even light blows may cause greatly increased bruising. Every time this side effect is applied, you will suffer an additional hit point of damage whenever you are wounded, whatever the cause. This also applies to subdual damage.

Insanity

A close call with the ravaging forces of negative energy allows a glimpse, just for an instant, into the spirit realms of the dead, dark realms into which mortals were never meant gaze. All too aware of your own mortality, something snaps in your mind as terrifying pressures beyond all mental endurance press in from all sides. From this point on, you are considered to have gained a type of insanity of the Games Masters choosing. The effects of insanity are at the Games Master's discretion.

Cadaverous Figure

The forces you are attempting to control begin to permeate your body, annihilating it by degrees and draining the very essence of your life. Your whole body will wither and decay upon your bones to ultimately leave a cold, dry husk barely able to sustain life and will. It will not be long before you resemble nothing so much as a walking corpse. This side effect may be applied any amount of times, becoming more pronounced each time, as determined by the Games Master. As a guide, the first time it is rolled, only a sinking in of the eyes and a deathly pallor of the skin may become apparent. By the fourth of fifth time it is rolled for, you will look more like a zombie than one of the living and further results will result in the semblance of a lich or one of the other greater undead.

Charisma Loss

The continued use of negative energy begins to have a destructive effect upon your body and mind, with dangerous and everlasting results. You lose one point of Charisma permanently.

Strength Loss

The continued use of negative energy begins to have a destructive effect upon your body, with dangerous and everlasting results. You lose one point of Strength permanently.

Constitution Loss

The continued use of negative energy begins to have a destructive effect upon your body, with dangerous and everlasting results. You lose one point of Constitution permanently.

Undeath

There comes a time when the manipulation of negative energy demands too high a price for any living creature to sustain for long before they must pass beyond the grave and reach for unlife. Your flesh will begin to decay and you will be sustained almost purely by the negative energy that now runs freely through your system. Every time this side effect is rolled for, the Games Master will apply one of the following to your character;

† Immune to critical hits

† Immune to subdual and ability damage

† Immune to energy drain

† Immune to death from massive damage

Once all of these have been gained, apply the undead template in the box text below immediately. You are no longer a natural creature of the living world but have become a dark monster of the night – one of the dreaded undead.

Undead Template

This template is applied to any necromancer who succumbs to the ravages of negative energy through the use of Necromantic feats though a Games Master is free to use it in other circumstances as they see fit. The creature type of the character immediately changes to undead. All the character's original statistics, skills and special abilities remain except as noted below.

Hit Dice: Increase to d12.

Armour Class: The original character's natural armour improves by +2.

Special Qualities: The character retains all the original character's special qualities and gains those listed below.

Darkvision (Ex): Range 60 feet.
Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.
Necromantic Feats: The character no longer needs make Negative Energy checks when using Necromantic feats.

Abilities: The character gains +1 Strength, -1 Dexterity and -2 Charisma but, being undead, has no Constitution score.

NECROMATIC FEATS

Animation by Touch (Necromantic)

You may now animate corpses into skeletons or zombies merely by touching them, such is the power you hold in the manipulation of negative energy.

Prerequisites: *Animate dead*, Death Touch.

Benefit: This Necromantic feat works in all respects as the *animate dead* spell, except that you only need touch a corpse and no material component is needed. Only one undead creature may be animated every time this feat is used, though you may still control multiple undead. The maximum number of undead you may control is equal to 2 HD per caster level.

Augment Undead (Necromantic)

You are able to gather and focus greater amounts of negative energy into the undead you animate and create, vastly increasing their resilience to damage.

Prerequisites: Knowledge (necrology) skill.

Benefit: Whenever this feat is used in conjunction with the animation or creation of undead (whether through a spell or another Necromantic feat), it will grant the undead creatures maximum hit points, +1 hit point per Hit Dice for every 3 caster levels.

Command Undead (Necromantic)

This feat is often considered the mark of a true necromancer for with it, a practitioner may cower and command undead creatures of all types, even those he has not created or animated himself.

Prerequisites: Knowledge (necrology) 8 ranks skill.

Benefit: You may rebuke and command undead as a cleric of half your character level, rounded down. No holy symbol or icon is required, as the direct power of negative energy is harnessed instead to force the undead into submission.

Death Touch (Necromantic)

Calling upon the negative energy that is present all around you, you gain the ability to drain the very life from any creature by the merest touch. Flesh itself will shrivel and rot as you rob your victim's of the very essence of their life.

Prerequisites: Knowledge (necrology)skill.

Benefit: By making a successful melee touch attack against a living creature, you may attempt to slay them outright by channelling a bolt of powerful negative energy through them. When you touch, roll 1d6 for every caster level. If the total is equal to or greater than the creature's current hit points, it dies immediately. If the total is less than the creature's current hit points, the death touch has no effect. Both the use of this spell and the touch attack are considered to be a single standard action.

Empower Undead (Necromantic)

The undead you create and animate are truly awesome creatures, able to ignore the powers of any many clerics that would have lesser undead fleeing or cowing at their feet.

Prerequisites: Augment Undead, *animate dead* spell.

Benefit: Whenever this feat is used in conjunction with the animation or creation of undead (whether through a spell or another Necromantic feat), it will grant the undead creatures a Turn Resistance equal to half the caster level.

Replicate the Divine (Necromantic)

The accomplished necromancer has such potent control over negative energies that he may replicate many of the powers worshippers of death call upon from their deities. Through the careful manipulation of negative energy, you may now cast spells normally reserved for clerics of the Death domain.

Prerequisites: Any other Necromantic feat.

Benefit: When this feat is taken, immediately choose one spell from the Death domain of a level you may ordinarily cast. From this point on, you may prepare and use this spell as you would any arcane spell and as if you were a cleric of the appropriate level. However, whenever you actually cast this spell, a Negative Energy check must be taken, with the appropriate penalties applied if it is failed.

Special: This Necromantic feat may be taken more than once, with another spell from the Death domain being chosen each time.

Resist Magic (Necromantic)

Enveloping yourself with barriers and wards made of pure negative energy, you are able to ward off many spells and magical effects that might otherwise consume you. Whilst this feat is in use, you are cloaked in a wavering, shadowy field that twists in disturbing convolutions as it drives away attacks of a magical nature.

Prerequisites: Knowledge (necrology) skill 11 ranks.

Benefit: The use of this feat grants you with spell resistance 12 for 1d6 rounds. This is effective against all forms of magical attacks, not just those that rely on necromancy and negative energy. However, this spell resistance cannot be stacked.

Spirit Dissertation (Necromantic)

Now truly knowledgeable of the necromantic art, you can change your sphere of consciousness almost at will to pry into the realms of the dead. Though running the risk of gaining the reputation of conversing with spirits of those long since dead, you are now able to gain ages old wisdom from people and creatures that have passed from this world and journeyed into the next.

Prerequisites: Augment Undead, Replicate the Divine, Knowledge (necrology) 6 ranks.

Benefit: Through the use of this Necromantic feat, you may now speak directly with the spirits of the dead. This is a supernatural ability that works in an identical fashion to the *speak with dead* spell. You may use this feat a maximum of once per day.

Knowledge (Necrology)

This skill represents a character's entire knowledge of the realms of undeath and the utilisation of negative energy. It may be used to identify specific undead or manifestations of negative energy and predict their possible threat or abilities, as well as in more regular studies. Presented below are some examples of what may be attempted with this skill, along with suggested DCs.

DC 10: Telling the difference between a zombie and a ghoul.
DC 15: Recognising a vampire as it manifests its powers.
DC 30: Recalling the history and lore of a famed but ancient lich.

FEATS OF TODAY AND THE FUTURE

The feats contained in this chapter are intended for modern day and futuristic settings. Where possible, they default to a standard d20 template rather than being distinguished for each futuristic setting. As such, the feats in this chapter should only be chosen for non-modern or futuristic settings after careful consideration by the Games Master.

...A Gun In The Other (General)

You are a master of kicking butt from the driver's seat.

Prerequisites: Drive By, base attack bonus +6 or higher.

Benefit: You suffer no penalty when shooting from the vehicle as the driver.

Armour Proficiency (Powered) (General)

You are proficient with powered armour.

Prerequisites: Armour Proficiency (light), Armour Proficiency (medium), Armour Proficiency (heavy).

Benefit: When you wear a type of armour you are proficient with, the armour check penalty applies only to Balance, Climb, Escape Artist, Freefall, Hide, Jump, Move Silently, Pick Pocket, Pilot and Tumble checks.

Normal: A character who is wearing armour with which he is not proficient suffers its armour check penalties on attack rolls and on all skill checks that involve moving, including Ride.

Armour Proficiency (Vac Suit) (General)

You have been trained in the wearing, care and maintenance of all types of vacuum suits.

Prerequsities: Amour Proficiency (Heavy)

Benefit: You may work normally while wearing a vacuum suit, only suffering the armour check penalty when attempting to Climb, Hde, Jump, Move Silently and Tumble.

Normal: A character who is wearing armour with which he is not proficient suffers its armour check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Armed to the teeth (General)

You can use a melee weapon in your primary hand, and a pistol in your off-hand to gain an extra attack.

Prerequisites: Base attack bonus +6 or higher, Crack Shot

Benefit: When attacking with a melee weapon in your primary hand and a firearm in your off-hand, you gain a free attack with the pistol. Standard penalties for two-weapon fighting (and firing a pistol in melee, if applicable) apply, except you half the two-weapon penalties (just as with the Two-Weapon Fighting feat).

Assassin (General)

You are trained and skilled at killing an opponent as quickly and skilfully as possible.

Prerequisite: Proficiency in melee weapon used, Weapon Specialisation, BAB +8 or higher.

Benefit: As a full round action that draws an attack of opportunity, you may attempt to hit the target in a critical area. This attack is at a –4 penalty to hit. If the attack hits, it is treated as a critical hit. The target must be flatfooted to take advantage of this feat.

Autofire (General)

You are trained to fire accurate bursts with an automatic weapon.

Prerequisites: Point Blank Shot, Precise Shot, Martial Weapon Proficiency, Technical Proficiency, Dex 13+.

Benefit: When firing an automatic weapon, you hit with an extra shot for every 3 by which your attack roll exceeds the opponent's Armour Class.

Baby It (General)

You can coax a damaged vehicle to continue to perform.

Benefit: You may ignore any penalties caused by the first critical suffered by a vehicle you are operating.

Bike Leap (General)

Through constant practice, the character can now perform amazing leaps on any bike, given enough room and a suitable ramp.

Prerequisites: Ride skill.

Benefit: Whilst on a bike, the character can now jump half again as far as he could normally.

Bike Wheelie (General)

By gunning his engine, the character can raise the front wheel of his bike and literally overrun his enemies.

Prerequisites: Ride skill.

Benefit: The character may now use his bike as an offensive weapon. Whilst travelling at slow or crawling speeds in a straight line on a bike, the character can overrun an opponent. A single attack roll is made against an opponent, a successful hit indicating the opponent has been overrun, dealing 3d6 points of crushing damage.

Circumspect (General)

You are especially careful with risky endeavours, particularly those that could end in catastrophe.

Prerequisites: Wisdom 13+

Benefit: You gain a +2 aptitude bonus on all Disable device and Demolitions checks.

Co-ordinate Fire (General)

You are most effective when working in concert with your teammates.

Prerequisites: Base attack bonus +6 or higher.

Bonus: When firing a ranged weapon at an opponent, you gain a +1 bonus to your attack roll for each of your allies who has fired upon that same opponent earlier in this round.

Demolition Derby (General)

You are an expert at using the crumple zones and structure of your vehicle to soak up damage without losing performance.

Prerequisites: Skill focus (drive), Oversteer

Benefit: Your vehicle gains +2 hardness against combat damage and all crash or impact damage is reduced by 1 point per die (to a minimum of 1 point per die).

Diver (General)

You are proficient in the use of breathing apparatus to dive underwater.

Prerequisites: Swim skill 5+ ranks.

Benefit: Reduce penalty of skills underwater by -2.

Diving specialist (General)

You are specialised in the use of breathing apparatus to dive underwater.

Prerequisites: Swim skill 8+ ranks, Diver.

Benefit: You suffer no penalty to using skills underwater except combat skills.

Drive By (General)

You are an expert at hitting targets as you race past them.

Prerequisites: Ride Shotgun, base attack bonus +3 or higher.

Benefit: You may ignore up to the first –2 in penalties for the speed of your vehicle when making an attack from a vehicle.

Drive-By Boot (General)

You know how to bring down a pedestrian when riding a motorbike by use of a well-placed boot or weapon.

Prerequisites: Base attack bonus +4 or higher, Ride skill.

Benefit: When the character is on a bike and using the charge action, he may move and attack as with a standard charge, but then move again in a straight line in the direction of the original charge. An attack of opportunity is not provoked by the use of this feat. This feat may only be used at speeds of 50 mph or less.

Dumb Luck (General)

You are unnaturally lucky

Benefit: You gain a +1 innate bonus to all checks related to gambling or games of chance. Once per day you may retry a failed check, attack roll or saving throw. You may also turn any one succesful attack roll into a critical success once per week. If, however, you do so, you may gain none of the benefits for this class for the week following its use.

Crack Shot (General)

When wielding a pistol, you are considered 'armed.' You threaten your adjacent areas and can thus make attacks of opportunity against those who leave them.

Benefit: You can threaten a 5-ft area around you in any direction with a pistol, just as with a melee weapon.

EW Specialist (General)

You are an electronic warfare expert, and have an incredible talent when it comes to sensors and communications.

Benefits: You gain a +2 to all skill checks related to attempting to defeat, detect or establish communications, or when attempting to descramble a garbled or encoded communications signal.

Firm Hand (General)

You are good at maintaining control of a damaged vehicle.

Prerequisites: Dex 13+

Benefit: You can ignore up to the first –4 in handling penalties for vehicle damage or terrain.

Games Designer (General)

You have devoted your life to the creation of roleplaying games.

Prerequisites: Bluff skill, Craft (games) 12 ranks.

Benefit: You gain a +4 social bonus to all Charisma checks with people who play roleplaying games. However, you have a –2 penalty to all Charisma checks when interacting with people who are not games players.

Geological Survey (General)

You are skilled at carrying out sample collection and analysis, and can operate appropriate equipment to do so.

Prerequisites: Profession (prospector) 5+ ranks or Knowledge (geology) 5+ ranks.

Benefit: Add +2 to any Knowledge (geology) skill checks when attempting the field analysis of a geological formation or when attempting to extrapolate possible geological information about a region based on available maps and surveys. This feat also adds a +2 synergy bonus to survey checks when performing planetary mapping and mineral surveys from orbit or high altitude.

Hacker (General)

You are adept at hacking into secure computers.

Prerequisites: Computer use skill 5+ ranks

Benefit: You receive a +2 bonus when attempting to penetrate any form of computer security.

Heavy Gravity Adaptation (General)

You are comfortable and familiar with working and living in a heavy gravity (1.1G+) enviroment.

Prerequisites: You may not already have the Zero-G/Low Gravity Adaptation feat.

Benefit: You may reduce the penalty for heavier than normal gravity by –2 when using skills in a heavy gravity environment, except for combat skills.

Normal: Untrained characters suffer the full penalty on any skill use in a heavy gravity environment.

Improved Interrogation (General)

Through fair means and foul, the character excels in intimidating criminals into giving him the information he needs to keep the streets safe and free of crime.

Prerequisites: Cha 13+.

Benefit: Through the use of this feat, the character may add his character level to all Intimidate checks made when questioning suspects.

Improved Zero-G/Low Gravity Adaptation (General)

You are totally acclimated to working and living in a low or zero gravity environment.

Prerequisites: Zero-G/Low Gravity Adaptation.

Benefit: You will suffer no penalty when using skills in a zero-g or low gravity environment, except for combat skills. These require the zero-g combat feat.

In My Sights (General)

You know where to shoot vehicles for maximum effect.

Prerequisites: Int 13+, Grease Monkey

Benefit: Your critical threat range is increased by 1 when targetting a vehicle with an attack. If you score a critical hit against a vehicle, you may choose the location of the critical.

Instant Hotwire (General)

You are a master of circumventing vehicle security.

Prerequisites: Mechanics skill 2+, Open Locks skill 2+.

Benefit: You receive a +2 bonus to all attempts to foil a vehicle's security systems. Further, attempting to open a locked vehicle or start one without the keys is a free action for you.

Internet Junkie (General)

You spend a significant amount of your time on the internet, searching for interesting titbits of gossip or news.

Prerequisites: Computer Use skill, Gather Information skill

Benefit: You gain a +2 competence bonus to all Gather Information and Computer Use checks. You also gain a +1 innate bonus to any rolls to resist sleep or fatigue.

Legal Eagle (General)

You are intimately familiar with laws and customs.

Prerequisites: Knowledge (Law) skill 5+ ranks.

Benefit: Add +2 to all knowledge (Law) and Profession (administration) checks.

Medical Specialisation (General)

You are specialised in a specific field of medicine such as cardiology, neurology or orthopedics.

Benefit: Add +4 to all skill checks when diagnosing or treating injuries or illnesses relating to your field speciality.

Special: This feat may be taken more than once. Its effects do not stack, each time it must be applied to a new field of specialisation.

Natural Compass (General)

You have an innate, almost unnatural ability to determine your location nearly anywhere on the world (or any other world you are familiar with).

Benefit: Add +2 to all Intuit Direction and Navigation checks.

Override Security (General)

You have been trained in how to override and defeat the anti-hijacking and boarding security systems on most types of starships.

Prerequisites: Hacker.

Benefit: Add +2 to all Computer Use checks when attempting to override an anti-hijacking programme.

Oversteer (General)

You are good at avoiding and mitigating crashes.

Prerequisites: Firm Hand.

Benefit: You receive a +3 modifier to all crash checks. You also reduce crash damage by 1d6.

Speed Trigger (General)

You are skilled with extremely rapid gunfire, even with single-shot firearms.

Prerequisites: Base attack bonus +3 or higher.
Benefit: You may make burst attacks even with firearms that do not normally allow burst fire (so long as the weapon has at least three shots remaining).

Starship Piloting (General)

You know how to pilot and operate a starship.

Prerequisites: Pilot skill

Benefit: You do not suffer any penalties on your Pilot checks to operate a starship under normal circumstances.

Surgery (General)

You are trained and qualified to perform most types of surgery

Prerequisites: Medicine skill rank of 8+

Benefit: May perform surgery competently.

Normal: Anyone may perform surgery without this feat, having it, however, gives the patient a chance of survival.

Technically Minded (General)

You have a knack with machinery

Prerequisites: Intelligence 15+

Benefit: You gain a +2 aptitude bonus with all technical skills such as Computer use, Repair, Electronics etc.

Weapon Proficiency (automatic weapons) (General)

You are proficient in the use of automatic weapons, ranging from SMGs, assault rifles and machine guns.

Benefit: You may make attack rolls with weapons you are proficient in normally, without penalty.

Normal: An untrained character using a weapon they are not proficient in suffers a -4 penalty on attack rolls.

Weapon Proficiency (Field Artillery) (General)

You are proficient in the maintenance and operation of field artillery pieces including mortars, self-propelled guns and other such weaponry. If in a futuristic setting, this may include mass drivers, meson accelerators and similar.

Benefit: You may make attack rolls with weapons you are proficient in normally, without penalty.

Normal: An untrained character using a weapon they are not proficient in suffers a -4 penalty on attack rolls.

Weapon Proficiency (heavy weapons) (General)

You are proficient in the use of heavy weapons, such as bazookas, light anti-tank weapons and similar such weapons.

Benefit: You may make attack rolls with weapons you are proficient in normally, without penalty.

Normal: An untrained character using a weapon they are not proficient in suffers a -4 penalty on attack rolls.

Weapon Proficiency (Lasers) (General)

You are familiar with the use of small-arms style laser weaponry (pistols, carbines and rifles).

Benefit: You may make attack rolls with weapons you are proficient in normally, without penalty.

Normal: An untrained character using a weapon they are not proficient in suffers a -4 penalty on attack rolls.

Weapon Proficiency (rifles) (General)

You are proficient in the use of rifles.

Benefit: You may make attack rolls with weapons you are proficient in normally, without penalty.

Normal: An untrained character using a weapon they are not proficient in suffers a -4 penalty on attack rolls.

Weapon Proficiency (Ship's Weaponry) (General)

You are skilled in the use of turret and hull mounted weapons aboard a spacecraft.

Benefit: You may make attack rolls with weapons you are proficient in normally, without penalty.

Normal: An untrained character using a weapon they are not proficient in suffers a -4 penalty on attack rolls.

Weapon Proficiency (shotguns) (General)

You are proficient in the use of shotguns.

Benefit: You may make attack rolls with weapons you are proficient in normally, without penalty.

Normal: An untrained character using a weapon they are not proficient in suffers a -4 penalty on attack rolls.

Xeno-Empathy (General)

You have a natural affinity and understanding of alien lifeforms and their cultures.

Benefit: Gain a +2 innate bonus to all skill checks relating to the comprehension of, or communication with, alien lifeforms or their culture.

Zero-G Combat (General)

You are trained and familiar with the use of weapons and combat in a zero or low gravity environment.

Prerequisites: Vacc Suit feat

Benefit: You may conduct combat in a low or zero gravity environment without penalty.

Normal: Characters attempting combat in a low or zero gravity environment suffer the full penalties for doing so.

Zero-G/Low Gravity Adaptation (General)

You are comfortable and familiar with working and living in a low or zero gravity environment.

Prerequisites: Armour (vac Suit) feat. Must nor already have the Heavy Gravity Adaptation feat.

Benefit: You may reduce the penalty for zero-g or low gravity by -2 when using skills in such an environment.

Normal: Untrained characters suffer the full penalty on any skill use in a low or zero-g environment.

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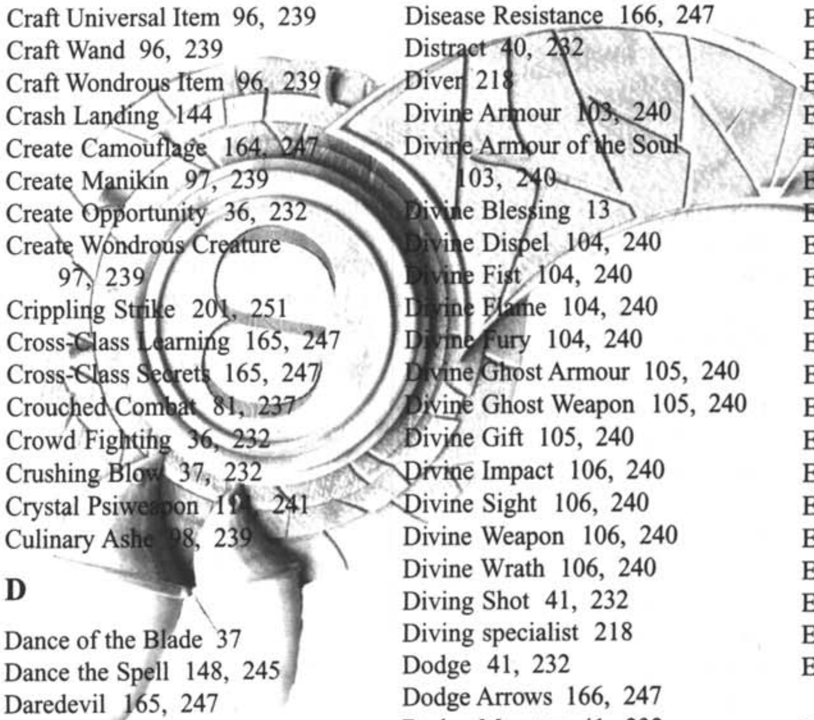

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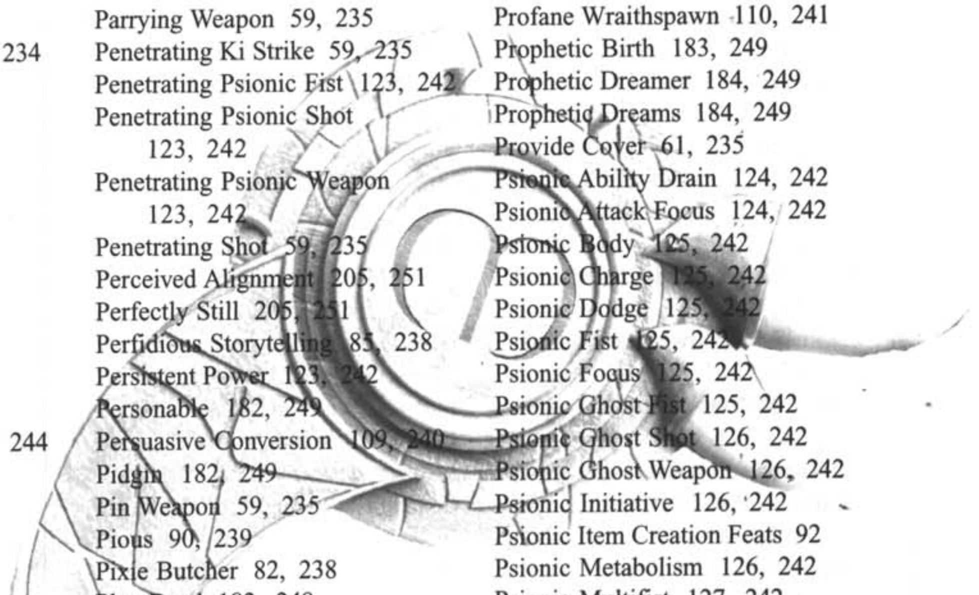

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RULES SUMMARY

FEATS OF THE ARCANE

Feat	Prerequisites
Absolute Authority	Ability to cast enchantment spells of 3rd level, Cha14+
Absorb Spell	Must be able to cast arcane spells without preparation, Bloodburn, Cha 17+.
Adept Mastery	Int 17+, Spell Mastery.
Arcane Armour Proficiency (Heavy)	Armour Proficiency (Heavy), Arcane Armour Proficiency (Medium).
Arcane Armour Proficiency (Light)	Armour Proficiency (Light).
Arcane Armour Proficiency (Medium)	Armour Proficiency (Medium), Arcane Armour Proficiency (Light).
Arcane Senses	Arcane caster level 10th+, Spell Focus (divination).
Arcane Shield Proficiency	Shield Proficiency.
Arcane Understanding	5 or more ranks in Knowledge (arcana), Int 16+.
Augment Illusion	Spell Focus (Illusion)
Beloved Master	Ability to cast arcane spells of 2nd level, Cha 12+, Spell Focus (enchantment)
Big Familiar	The ability to summon a familiar.
Bloodburn	Must be able to cast arcane spells without preparation.
Bloodcasting	The ability to cast arcane spells of at least 3rd level.
Cadaverous Familiar	The ability to summon a familiar, ability to cast the animate dead spell.
Cast on the Run	Combat Casting, Dodge, Mobility.
Channel Energy	Power Surge, Toughness.
Commanding Voice	Ability to cast enchantment spells of either arcane or divine type, Cha 16+, Iron Will or Spell Focus (enchantment)
Compelling Caster	Cha 17+, Spell Penetration, able to cast 1st level arcane spells.
Compressed Spell	The ability to cast arcane spells, Spellcrafting 8 ranks.
Counterspell Riposte	Arcane spellcaster level 1+.
Deceptive Casting	Int 13+, Bluff skill.
Divine Blessing	Arcane spellcaster level 1+.
Dragonblood Component	Dragon-Blooded feat, ability to cast arcane spells.
Durable Magic	Caster level 5+.
Eldritch Defence	Spellcaster level 3+
Enchanter	Spell Focus (enchantment)
Enemy Focus	Must be able to cast arcane spells.
Enhanced Draconic Bloodline	Draconic Bloodline, ability to cast Arcane spells without preparation
Familiar Development	Must be linked to a familiar.
Familiar Feat Merge	A familiar, able to cast 6th or higher level arcane spells.
Familiar Focus	A familiar.
Harrowing Mind	Iron Will or Spell Penetration, feeblemind, one spell with a Fear designator.

Feat	Prerequisites
Illusion Focus	Spell Focus (illusion)
Imbue Illusion	Spell Focus (illusion)
Improved War Wizard Tactics	BAB +5 or higher, Knowledge (anatomy) skill, War Wizard Tactics
Improvise Counterspell	Ability to cast arcane spells without preparation.
Insightful Caster	Wis 17+, Spell Penetration, able to cast 1st level arcane spells.
Intuitive Spell Knowledge	Ability to cast 1st level arcane spells without preparation
Item Lore	Any item creation feat, arcane caster level 5th+.
Known Spells Focus	Spontaneous spellcaster level 8th+
Learned Metamagic	Ability to cast arcane spells without preparation, Int 13+, Spellcraft 8Knowledge (arcana) 8, any metamagic feat.
Machine Master	Arcane caster level 5th+, Spell Focus (enchantment),
Magic Attuned	
Mark of the Master	Specialised in the enchantment school, Spell Focus (enchantment)
Material Sacrifice	Arcane caster level 7th+, any metamagic feat.
Metaffinity	Ability to cast Arcane spells without preparation, one other metamagic feat.
Mystic Bloodhound	Arcane caster level 3rd+, Spell Focus (divination).
Nerves of Steel	Con 16+, Concentration skill.
Ominous Chant	Perform (chant) 4 ranks
Opportunity Counterspell	Quicken Spell, Spellcraft skill, able to cast 1st level arcane spells.
Power Surge	Toughness, able to cast 1st level arcane spells.
Rune Mastery	Int 15+
Sepulchral Smile	Access to the necromantic school of spells or the Death domain, Spell Focus in enchantment or necromancy.
Sorcerous Quicken	Cha 15+, ability to cast arcane spells without preparation.
Soul Sacrifice	Charisma 14+, Toughness, 1+ sorcerer class level.
Spell Affinity	Intelligence 13+, ability to cast 1st level arcane spells without preparation.
Spell Effects	Ability to cast spells from the illusion school.
Spell Hawk	
Spell Mastery	Spell Mastery is available only to wizards.
Spell Mimicry	Spell Focus (Any, other than Illusion), ability to cast level 1+ arcane spells.
Spell Reserve	Spell Mastery with chosen spell.
Spell Scanner	Spell Hawk.
Spell Spike	Spell Hawk, Spell Scanner, Spell Stealer.
Spell Stealer	Spell Hawk.
Spellbook Mastery	Int 15+, Spellcraft 5 ranks, must prepare spells from spellbook.
Spirit Singer	Caster level 5th+, Spell Focus (enchantment), Sepulchral Smile.
Superior Familiar	Summon familiar ability.
Thrifty Wizard	Int 13+.
Totem Link	
War Wizard Tactics	BAB +2 or higher, Martial Weapon Proficiency, able to cast 1st level arcane spells.

FEATS OF ARMS

Feat	Prerequisites
Absorb Blast	Bodyguard.
Accurate Attack	BAB +3 or higher.
All-out Attack	
Ambidexterity	Dex 15+.
Armed Deflect Arrows	Weapon Focus, Dexterity 13+.
Armed Flurry of Blows	Flurry of Blows.
Armour Focus	Proficient with armour, BAB +1 or higher.
Armour Proficiency (heavy)	Armour Proficiency (light), Armour Proficiency (Medium)
Armour Proficiency (light)	
Armour Proficiency (medium)	Armour Proficiency (light)
Armour Penetration	BAB +6 or higher
Armour Specialisation	Proficient with armour type, BAB +2 or higher.
Armoured Vigilance	Proficient in armour donned or removed.
Arrow Shield	Deflect Arrows.
Assassin	Darting Weapon, BAB +6 or higher.
Attack Focus	BAB +6 or higher.
Back-to-Back	BAB +1 or higher.
Barroom Brawler	Con 13+, Toughness
Battle Leader	Cha 13+.
Blind-Fight	
Blood Oath	Must have suffered a great injustice.
Blunted Blade	Proficient with weapon, Dexterity 13+.
Bodyguard	BAB +1 or higher.
Body Combat	Improved Unarmed Strike, Dex 15+.
Bonded Weapon	BAB +8 or higher, Improved Critical (with weapon), Proficient with weapon, Weapon Focus (with weapon), Weapon Specialisation (with weapon).
Break the Breath (Special)	Stunning Attack or Stunning Fist, Wis 15+
Breaking Blow	BAB +5 or higher, Str 15+, Improved Unarmed Strike,
Power Attack	
Broom Sweep	Improved Unarmed Strike, Improved Trip, Finesse Trip, BAB +4 or higher.
Bull Strike	Dex 13+, BAB +6 or higher, Improved Bull Rush.
Called Shot	Dex 13+.
Canny Attack	BAB +2 or higher, Int 13+, Pre-emptive Sense.
Circle Boxing	Fast Movement ability, Dodge.
Chin Na – Joint Locking	Dex 13+,Weapon Focus (grappling) or Weapon Finesse (grappling)
Choose the Poison	Stunning Fist, Weapon Finesse (unarmed)
Cleave	Str 13+, Power Attack.
Cleave Asunder	Fracture, Cleave.
Cleaving Charge	Str 15+, Great Cleave, BAB +6 or higher.
Clever Monkey Spins the Branch	Dex 13+, Weapon Focus.
Clinch	BAB +3 or higher, Dodge.
Cloak Fighting	Parry, Ripost.e
Close Order Combat	BAB +1 or higher.
Clinging Combat	Dex 13+.

Feat	Prerequisites
Collective Fury	Ability to rage, Warcry.
Combat Caster Defence	Dex 13+, Lightning Reflexes, BAB +5 or higher.
Combat Focus	Dodge, Improved Initiative, BAB of +5 or higher.
Combat Fury	Rage class feature 2/day, BAB +3 or higher.
Combat Instincts	
Combat Reflexes	
Combat Rotation	Mobility, BAB +3 or higher.
Confident Charge	Dex 13+, Wis 13+.
Corrective Strike	BAB +6 or higher.
Combat Surge	Improved Initiative, BAB of +2 or higher, Sneak Attack Ability.
Combat Tactics	Int 13+, BAB of +6 or higher.
Concerted Attack	BAB +3 or higher, Knowledge (tactics) skill.
Cotton Cage	Improved Disarm, Improved Unarmed Strike, BAB +4 or higher, Loose robes or a cloak.
Counterattack	Improved Initiative, BAB +3 or higher.
Crack Shot	Point Blank Shot, Precise Shot.
Crowd Fighting	Dex 15+, Dodge, Mobility or Circle Boxing, BAB +4 or higher.
Create Opportunity	Dex 15+, Combat Reflexes, BAB +3 or higher.
Crushing Blow	Fast Movement ability, Power Attack.
Dance of the Blade	Dex 16+, Dodge, Mobility, Tumble skill 12+, BAB +10 or higher.
Darting Weapon	Expertise, BAB +3 or higher.
Deadly Feint	Bluff skill, BAB +10 or higher, Int 13+, Superior Disarm, Expertise, Improved Disarm.
Death Move	BAB +6 or higher.
Defensive Fighter	Dex 13+, BAB of +2 or higher.
Defensive Position	
Defensive Stance	BAB +4 or greater.
Defensive Study	Sense Motive skill, Alertness.
Deflect Arrows	Dex 13+, Improved Unarmed Strike.
Deflect Attack	Str 13+, Int 13+, Power Attack, Sunder, Expertise
Deft Lunge	Expertise, Dex 13+.
Demolition	Profession (siege engineer) skill, Power Attack, Str 13+.
Destructive Rage	The Mountain Does Not Move, Toughness.
Defensive Roll	Evasion, Reflex save 6+.
Determined Soul	Iron Will
Dextrous Dodge	
Distract	Cha 13+.
Diving Shot	Dex 13+, Point Blank Shot, Shot on the Run, Dodge, Mobility.
Dodge	Dex 13+.
Dodge Monster	Monster Slayer, Dodge, BAB +7 or higher.
Donning Armour	
Double Step	Dodge, Mobility, Dex 15+, Tumble skill 6+ ranks, Jump skill 12+ ranks.
Double Weapon Fighting	Proficient with weapon, BAB +1 or higher.
Draw Attack	Bodyguard.
Ducking Shot	Point Blank Shot, Dodge, Dex 13+.
Elusive Grappler	Dex 13+.

Feat	**Prerequisites**
Expert Grappler	Str 13+, Dex 15+, Weapon Focus (grapple).
Exotic Weapon Proficiency	BAB +1 or higher.
Expert Aim	Precise Shot, BAB +6 or higher.
Expert Cowerer	
Expertise	Int 13+.
Extra Rage	Rage class ability, BAB +2 or higher.
Far Shot	Point Blank Shot.
Fearsome Display	BAB +3 or higher, Intimidate skill 6.
Fencing Stance	Weapon Finesse.
Fiery Rage	Rage character class ability.
Finesse Trip	Improved Unarmed Strike, Improved Trip.
Flashy Attack	BAB +6 or higher, Accurate Attack or Weapon Finesse with the weapon used.
Flurry of Blades	Weapon Finesse, Weapon Focus with weapon, BAB +3 or higher, Dexterity 13+.
Flurry of Blows	Improved Unarmed Strike.
Flying Leap	
Focus the Flame	Still Mind ability, Concentration 10 ranks, Wis 15+.
Follow-Up Strike	BAB +8 or higher, Str 13+, Pierce Armour.
Fracture	Sunder, Power Attack, BAB +2 or higher.
Frog on the Lilypad	Wis 15+, Balance 15 ranks, Concentration 10 ranks, Fast Movement 60 ft.
Furious Strength	Rage class ability.
Ghost Touch	Wis 13+, Ki Strike class ability.
Ghost Steps	Dex 13+, Tiger Treads on Eggshells, Move Silently 10 ranks.
Giant Fighter	Base Reflex save +4, BAB +4 or higher.
Gigantic Weapon	Str 15+, BAB +3 or higher.
Great Cleave	Str 13+, Power Attack, Cleave, BAB +4 or higher.
Hair Trigger Reflexes	Improved Initiative, Dex 15+.
Hammer Blow	Flurry of Blows ability, Power Attack, base attack bonus +4 or higher.
Hamstring	Str 13+, Power Attack.
Hardy Brawler	Toughness.
Heavy Armour Dexterity	Con 13+, BAB +1 or higher, Armour Proficiency (light and medium).
Heightened Awareness	BAB +6 or higher, Wis 15+, Blind-Fight.
Heroic Evasion	Great Fortitude, Iron Will, Lightning Reflexes.
Heroic Recovery	Con 13+, Endurance, Great Fortitude.
Hidden Tiger	Small size, Improved Unarmed Attack.
Holding Basics	
Holy Fury	Ability to channel positive energy, Rage class ability.
Humble Shield	Shield Expertise, Improved Disarm, BAB +5 or higher
Hunter's Wisdom	Knowledge (nature) skill.
Improved Armour Use	BAB of +1 or higher.
Improved Bull Rush	Str 13+, Power Attack.
Improved Combat Focus	Combat Focus.
Improved Critical	Proficient with weapon, BAB +8 or higher.
Improved Deflect Arrows	Deflect Arrows, Dex 13+.
Improved Deflect Attack	Str 13+, Int 13+, Power Attack, Sunder, Expertise, Combat Reflexes, Deflect Attack.

Feat	Prerequisites
Improved Disarm	Int 13+, Expertise.
Improved Dodge	Dex 13+, Dodge, Lightning Reflexes.
Improved Far Shot	Point Blank Shot, Far Shot, BAB +2 or higher.
Improved Feint	BAB +4 or higher, Pre-emptive Sense, Bluff Skill.
Improved Ki Strike	Wis 19+, Ki Strike +1
Improved Initiative	
Improved Leverage	Improved Trip.
Improved Mounted Combat	Mounted Combat, Ride skill.
Improved Power Double Weapon	Double Weapon Fighting, Power Attack, Power Double Weapon, BAB +6 or higher.
Improved Salmon Leap	Salmon Leap, Dodge
Improved Soft Step	Dex 15+, Soft Step.
Improved Subdual	Proficient in a bludgeoning weapon.
Improved Trip	Int 13+, Expertise.
Improved Two-Weapon Fighting	Two-Weapon Fighting, Ambidexterity, BAB +9 or higher.
Improved Unarmed Strike	
Improved Underwater Combat	Underwater Combat, BAB +6 or higher.
Improved Weapon Focus	Proficient with weapon, Weapon Focus, BAB +8 or higher.
Improvised Weapon Proficiency	BAB +1 or higher, Dex 13+.
Improvised Weapons	BAB +2 or higher.
Increased Reload	Exotic Weapon Proficiency (blackpowder).
Incredible Endurance	Con 15+, Endurance.
Instant Awakening	
Invincible	Iron Will, Toughness.
Iron Body	Great Fortitude.
Item Breaker	BAB +3 or higher, proficiency with weapon.
Ki of the Masters	Wis 13+, Str 11+, Improved Unarmed Strike, Stunning Fists, base attack +3 or higher.
Leaping Defence	Absorb Blast, Alertness.
Lethal Fist	Improved Unarmed Strike.
Leaping Strike	BAB +1 or higher, Dex 13+, Jump skill.
Let Him Go By	BAB +6 or higher, Combat Reflexes.
Lightning Draw	Dex 13+, Weapon Specialisation (chosen sword).
Lightning Initiative	Reflex save +6, Improved Initiative.
Lionhearted	Iron Will.
Martial Weapon Proficiency	
Master Tracker	Track, Wis 15+.
Missile Proof	Combat Reflexes, Shield Proficiency.
Mite Fighter	Base Reflex Save +4, BAB +4 or higher.
Mobile Shot	Dex 13+, Dodge, Mobility.
Mobility	Dex 13+, Dodge.
Monkey Taunts the Emperor	Unarmed Damage 1d8 or higher, Bluff 6 ranks.
Monk Weapon Mastery	Proficient with chosen weapon, Weapon Focus (chosen weapon), BAB +6 or higher
Monster Slayer	Power Attack, BAB +6 or higher.
Mounted Archery	Ride skill, Mounted Combat.
Mounted Combat	Ride skill.
Mounted Dodge	Mounted Prowess, Dex 13+, Ride skill.
Mounted Prowess	Ride skill, Dex 13+.
Natural Grappler	Improved Unarmed Strike, Weapon Focus (grapple), BAB +3 or higher.

Feat	Prerequisites
Northern Staff, Northern Spear	Weapon Focus (staff), BAB +4 or higher.
Off-Hand Weapon Expert	Dex 13+, BAB +4 or higher.
One Moment in Time	BAB +7 or higher, Improved Initiative.
Opportunity Shot	BAB +8 or higher, Dex 13+, Point-Blank Shot, Rapid Shot.
Pack Attack	
Pack Initiative	Pack Attack.
Pain is my Friend	
Parry	Dex 13+, BAB +3 or higher, Expertise.
Parrying Weapon	Two-Weapon Fighting.
Penetrating Ki Strike	Wis 13+, Improved Unarmed Strike, Stunning Attack class ability, Ki Strike class ability, BAB +9 or higher.
Penetrating Shot	Weapon Specialisation with the weapon, Point Blank Shot, BAB +8 or higher.
Pin Weapon	BAB +3 or higher.
Point Blank Shot	
Pole Fighting	Str 13+, Weapon Proficiency with a pole arm
Power Attack	Str 13+.
Power Charge	Str 15+, Power Attack.
Power Double Weapon	Double Weapon Fighting, Power Attack, BAB +3 or higher.
Pre-emptive Sense	
Precise Shot	Point Blank Shot.
Prepared	
Pressing Attack	Combat Reflexes.
Provide Cover	Bodyguard, Draw Attack.
Pull Blow	Expertise, Weapon Focus, Int 13+, BAB +3 or higher, Heal skill.
Quick Defence	Alertness, Uncanny Dodge
Quick Draw	BAB +1 or higher.
Quicksilver	Dex 13+, Dodge, BAB +3 or higher.
Quick Leap	Dex 13+.
Raging Jump	Rage class ability, Jump skill.
Rank Fighting	Weapon Proficiency with a reach weapon.
Rapid Loader	Profession (siege engineer) skill.
Rapid Shot	Point Blank Shot, Dex 13+.
Reckless Attack	Str 15+, Power Attack.
Reflex Set	BAB +4 or higher, Combat Reflexes
Rest in Armour	Con 13+, Toughness.
Ride-By Attack	Ride skill, Mounted Combat.
Rhythmic Accompaniment	Perform 6 ranks, Skill Focus (perform or opera training).
Riposte	BAB +6 or higher, Parry.
Rising Strike	Dex 15+, BAB +5 or higher, Quick Leap.
Salmon Leap	Str 13+, Dex 13+, Jump skill.
Salmon Leap Attack	Salmon Leap, Power Attack
Savage Health	Rage class ability, Con 15+.
Scabbard Strike	Combat Reflexes, Stunning Attack or Stunning Fist
Second Wind	
Selfless Sacrifice	Absorb Blast, Lightning Reflexes.
Shield Expertise	Shield Focus
Shield Focus	Proficient with shield, BAB +1 or higher

Feat	Prerequisites
Shield Kick	Salmon Leap, BAB +6 or higher
Shield Mastery	Shield Proficiency, Shield Expertise, BAB of +3 or higher.
Shield Other	Bodyguard, Combat Reflexes, Draw Attack, BAB +4 or higher.
Shield Proficiency	
Shot on the Run	Point Blank Shot, Dex 13+, Dodge, Mobility.
Shrug Off	Damage Reduction 1/- or better.
Side by Side	BAB 3+ or higher.
Sign of the Dragon's Maw	
Sign of the Hunter	
Sign of the Sword	Proficient with martial.weapons, BAB +1 or higher.
Simple Weapon Proficiency	
Snake Strike	Quick Draw, Weapon Focus, BAB +6 or higher.
Soft Step	Dex 13+.
Spear and Shield	Shield Proficiency, Weapon Focus (spear to be used).
Spear Catching	Dex 13+, BAB +5 or higher, proficient with at least one spear or javelin
Spear Foot	Dex 13+, proficient in at least one spear or javelin, BAB +4 or higher.
Spirit of Vengeance	
Spirited	
Spirited Charge	Ride skill, Mounted Combat, Ride-By Attack. Spring AttackDex 13+, Dodge, Mobility, BAB +4 or higher.
Strike Favoured Enemy	Favoured enemy class ability, BAB +3 or higher.
Stunning Fist	Dex 13+, Improved Unarmed Strike, Wis 13+, BAB +8 or higher.
Steadfast	
Stone Thrower	
Strength of Purity	Lawful alignment.
Strong Off Hand	BAB +3 or higher, Str 15+, Ambidexterity, Two Weapon Fighting.
Sucker Punch	BAB +9 or higher, Improved Unarmed Strike.
Sudden Action	Improved Initiative, Mobility, Quick Draw, Combat Reflexes.
Sunder	Str 13+, Power Attack.
Sunder Natural Weapon	Sunder.
Superior Disarm	BAB +6 or higher, Int 13+, Expertise, Improved Disarm.
Superior Mounted Archery	Mounted Archery
Sure Aim	BAB of +3 or higher, Weapon Focus (in appropriate ranged weaponry).
Sustained Fire	BAB +9 or higher, Dex 13+, Point Blank Shot, Precise Shot, Rapid Fire.
Swing-By Attack	Climb Skill, Rope Climber.
Taunt	
Team Fighting	Base attack modifier of +1 or better.
Team Flanking	BAB of +6 or more.
The Final Lesson	BAB +10 or higher, Power Attack.
The Mountain Does Not Fall	BAB +12 or higher, Con 13+, Great Fortitude, The Mountain Does Not Move.

Feat	Prerequisites
The Mountain Does Not Move	BAB +6 or higher, Con 13+.
The Sudden Strike	BAB +2 or higher, Dex 13+.
The Gorgon's Horns	Power Attack, Improved Bull Rush, BAB +3 or higher.
Throw	
Improved Unarmed Strike	
Threatened Reach	Dex 13+, Dodge, Mobility, Spring Attack, Combat Reflexes, BAB +6 or higher.
Tornado Attack	Int 13+, Dex 13+, Dodge, Mobility, Spring Attack, Whirlwind Attack (& Expertise) or Whirlwind Strike, BAB +12 or higher.
Total Defence	Dex 15+, Dodge, Defensive Fighter.
Touch Mastery	BAB of +3 or better.
Trail of Blood	Cleaving Charge, BAB +12 or higher.
Trample	Ride skill, Mounted Combat.
Tread on the Blade	BAB +10 or higher.
Tumbling Attack	Dex 15+, Dodge, Int 13+, Expertise, Mobility, Spring Attack, BAB +6 or higher, Tumble skill, Skill Focus (tumble)
Twin Weapon Fighting	Ambidexterity, Two-Weapon Fighting, BAB +6 or higher.
Two-Handed Power Strike	Str 15+, Power Attack.
Twin Shot	Proficiency in weapon, Ambidexterity.
Twin Snakes Share the Fang	
Twin Warriors	Improved Unarmed Fighting, Dodge or Weapon Focus (unarmed)
Twin Weapon Defence	BAB +1 or higher, Wis 15+, Twin Weapon Style.
Two-Weapon Combination	Dex 15+, proficient with both weapons.
Two-Weapon Fighting	
Twin Weapon Style	BAB +1 or higher, Wis 13+, Martial Weapon Proficiency with the weapons used.
Two-Weapon Defence	Dex 13+, Ambidexterity, Expertise, Two-Weapon Fighting.
Underwater Combat	Dex 13+.
Void of War	BAB +3 or higher.
Warcry	Rage class ability, Cha 13+
Weapon Display	BAB +1or higher.
Weapon Finesse	Proficient with weapon, BAB +1 or higher.
Weapon Focus	Proficient with weapon, BAB +1 or higher.
Weapon Juggle	Dex 13+, Fast Draw, Perform (juggle) skill.
Weapon Specialisation	Fighter level 4+.
Weapon Tricks	
Weapon Trip	Weapon Focus.
Weapons of Opportunity	BAB +4 or higher.
Whirlwind Attack	Int 13+, Dex 13+, Dodge, Expertise, Mobility, Spring Attack, BAB +4 or higher.
Whirlwind Defence	Dex 13+, Dodge, Mobility, Spring Attack, BAB +4 or higher.
Whirlwind Strike	Wis 13+, Dex 13+, Dodge, Improved Unarmed Strike, Mobility, Spring Attack, BAB +4 or higher.
Wild Rider	Ride skill.

Feats of Blood

Elven Feats

Feat	Prerequisites
Arcane Birth-Gift	Wis 13+.
Bonding	
Joy of Life	Con 15+.
Manifestation	Cha 15+.

Dwarven Feats

Crouched Combat	BAB +3 or higher.
Magical Null	
Stone Bones	Toughness.
Iron Bones	Stone Bones
Armoured Mage	Any Metamagic feat.
Rat Hacker	BAB +5 or higher.
Goblin Slayer	Rat Hacker.
Sprite Fender	Goblin Slayer.
Pixie Butcher	Sprite Fender.
Ancestral Enemy	Goblin Slayer.
Deepblood	Wis 11+.
Deepsight	Deepblood.
Giant Wrangler	
Natural Smith (armour)	
Natural Smith (weapons)	
Instinctive Mining	

Halfling Feats

Adroitly Agile	Dexterity 15+, Escape Artist and Tumble as class skills and Evasion class ability.
Chef Extraordinaire	Craft (cooking) or Profession (chef) skills.
Helpless Waif	Charisma 15+, Bluff and Diguise skills.
Jaded Tastes	All base saves of 2+
Lanky	
Natural Thief	Dexterity 15+, Intelligence 13+
Perfidious Storytelling	Charisma 11+, Perform (storytelling) 2+
Traditional Focus: Halfling	Must follow a halfling deity
Uncommon Sense	Must be a halfling, Wisdom 14+.

Gnome Feats

Burrowmastery	Strength 13+, Constitution 15+.
Earthen Kinship	Animal Empathy skill.
Farwanderer	Background must be appropriate to the feat
Houndblooded	Wisdom 15+
Innovator	Intelligence 13+, Access to Knowledge (any) as a class skill.
Jewelheart Gnome	Dexterity 14+, Craft (gemcutting) 4+.
Muddled Blood	
Olfactory Alchemy	Alertness, access to Alchemy as a class skill

Scrutinizing	Alertness, Intelligence 12+.
Tradition Focus: Gnome	Must follow a Gnomish deity.

HALF-ORC FEATS

Bestial Rage	
Demure	May not have barbarian class levels.
Elven Hatred	Favoured Enemy (elves) class feature.
Grotesque	Charisma 8 or less
Orcish Physique	
Pious	Must have at least one class level in cleric, druid, monk or paladin.
Short Tempered	
Traditional Focus: Half-Orc	Must follow a human god, an orcish god, or no god at all.
Vicious Smile	

FEATS OF CREATION

Feat	**Prerequisites**
Arcane Artisan	Int 13+, Craft skill.
Brew Potion	Spellcaster level 3+.
Compose Song of Power	Spellcaster level 3+, Perform 8 ranks.
Craft Crystal Capacitor	Manifester level 9+.
Craft Dorje	Manifester level 5+.
Craft magic Arms and Armour	Spellcaster level 5+.
Craft Magic Tattoo	Spellcaster level 9+, Craft (artist) skill.
Craft Psionic Arms and Armour	Manifester level 5+.
Craft Rod	Spellcaster level 9+.
Craft Staff	Spellcaster level 12+.
Craft Universal Item	Manifester level 3+.
Craft Wand	Spellcaster level 5+.
Craft Wondrous Item	Spellcaster level 3rd+.
Create Manikin	Spellcaster level 12+.
Create	Wondrous Creature Knowledge (arcana) or Knowledge (psionics), Knowledge (nature), Spellcaster level 5+ or Manifester level 5+
Culinary Ashe	Ability to cast divine spells, caster level 3+
Dragonsmith	Caster level 3+, any Item Creation feat.
Encode Stone	Manifester level 1+.
Fast Item Creation	Ability to cast fourth level spells
Forge Ring	Spellcaster level 12+.
Scribe Scroll	Spellcaster level 1+.
Scribe Tattoo	Manifester level 3+.
Self Item	One of : Craft Magic Arms and Armour, Craft Rod, Craft Wondrous Item, Forge Ring.
Tap Item	One or more of the following: Craft Magic Arms and Armour, Craft Rod, Craft Wondrous Item, Forge Ring.
Tinker	
Transference	Any Item Creation feat.
Ward	

FEATS OF THE DIVINE

Feat	Prerequisites
Additional Domain	Knowledge (religion) 8 ranks.
Channel Against Outsiders	Extra Turning.
Chosen by the Gods	Paladin level 1+.
Divine Armour	Cha 13+, Divine Vigor, Extra Turning.
Divine Armour of the Soul	Cha 13+, Divine Ghost Armour, Extra Turning.
Divine Dispel	Extra Turning.
Divine Fist	Cha 13+, Improved Unarmed Strike.
Divine Flame	Cha 13+.
Divine Fury	Divine Vengeance.
Divine Ghost Armour	Cha 13+, Extra Turning.
Divine Ghost Weapon	Cha 13+, Divine Might.
Divine Gift	Wisdom 13+, Knowledge (religion).
Divine Impact	Cha 13+, Str 13+, Divine Might, Power Attack, base attack bonus +3 or higher.
Divine Sight	Cha 13+.
Divine Weapon	Cha 13+, Str 13+, Power Attack, Divine Might, base attack bonus +3 or higher.
Divine Wrath	Ability to turn/rebuke outsider.
Domain Focus	
Domain Mastery	
Eerie Presence	Cha 15+, Intimidate skill, ability to cast 1st level divine spells.
Enhanced Turning	Cha 13+, Extra Turning.
Expanded Domains	Ability to cast clerical spells and domain spells.
Extra Turning	
Extra Wildshape	Cha 13+, wild shape class ability,
Faithful Sustenance	Wis 15+.
Greater Divine Dominion	Additional Domain feat.
Innate Ability	
Inspired Leadership	Leadership.
Intensify Poison	Wis 15+.
Master of Undeath	Cha 15+, Extra Turning.
Persuasive Conversion	Cha 13+.
Profane Death Blow	Ability to rebuke undead, Sneak Attack class ability.
Profane Ghoul Strike	Ability to rebuke undead, ability to cast divine spells of 2nd level or higher, Extra Turning.
Profane Shadow Strike	Ability to rebuke undead, ability to cast divine spells of 3rd level or higher, Extra Turning, Profane Ghoul Strike.
Profane Shadowspawn	Ability to rebuke undead, ability to cast divine spells of 4th level or higher, Extra Turning, Profane Ghoul Touch,
Profane	Shadow Strike.
Profane Wight Strike	Ability to rebuke undead, ability to cast divine spells of 4th level or higher, Extra Turning, Profane Ghoul Touch.
Profane Wightspawn	Ability to rebuke undead, ability to cast Divine spells of 5th level or higher, Extra Turning, Profane Ghoul Touch,
Profane	Wight Strike

Profane Wraith Strike	Ability to rebuke undead, ability to cast divine spells of 5th level or higher, Extra Turning, Profane Ghoul Touch, Profane Wight Strike.
Profane Wraithspawn	Ability to rebuke undead, ability to cast divine spells of 6th level or higher, Extra Turning, Profane Ghoul Strike,
Profane	Wight Strike, Profane Wraith Strike.
Quicken Divine Channeling	Cha 13+, Extra Turning, Quicken Turning.
Sense Infidel	Wis 13+ Ability to cast 1st level divine spells.
Shield the Faithful	Wis 13+, ability to cast 5th level divine spells.
Spontaneous Metacasting	Ability to spontaneously cast cure or inflict spells, metamagic feat used to augment your spell.
Sustained Turning	Cha 15+, Enhanced Turning.
Wildcasting	The supernatural ability to shapeshift.
Zealous Smite	Smite class ability (Smite Evil, Smite Good, Smite Infidel, etc).

FEATS OF THE MIND

Feat	Prerequisites
Body Fuel	Inner Strength, Talented.
Channel Psionic Touch	Str 13+, Power Attack, and Psionic Weapon.
Combat Manifestation	
Combat Opportunist	Combat Reflexes, Weapon Focus with the particular weapon
Crystal Psiweapon	
Deep Impact	Str 13+, Power Attack, Psionic Weapon, base attack bonus +3 or higher.
Delay Power	
Disarm Mind	Cha 13+, Mental Adversary.
Discover Psionic Combat Mode	
Discover Psionic Power	
Enlarge Power	
Ever-Ready Shield	Extend Power, Persistent Power
Extend Power	
Fell Shot	Dex 13+, Point Blank Shot, Psionic Shot, base attack bonus +3 or higher.
Focused Psionic Power	
Great Sunder	Str 13+, Power Attack, Sunder, reserve power points 5+.
Greater Power Penetration	Power Penetration.
Greater Psionic Attack Focus	Cha 13+, Mental Adversary, Psionic Attack Focus (chosen psionic attack mode).
Greater Psionic Focus	Psionic Focus.
Heighten Power	
Hide Power	
Improved Crystal Psiweapon	Crystal Psiweapon
Improved Inertial Armour	Inertial Armour, reserve power points 4+.
Improved Psicrystal	
Improved Psionic Buffer	
Improved Psionic Dodge	Dex 13+, Dodge, Psionic Dodge, reserve power points 7+.
Improved Psionic Fist	Str 13+, Psionic Fist, base attack bonus +3 or higher.

Improved Psionic Metabolism	Con 13+, Rapid Metabolism, Psionic Metabolism.
Improved Psionic Shot	Str 13+, Point Blank Shot, Psionic Shot, base attack bonus +3 or higher.
Improved Psionic Weapon	Str 13+, Power Attack, Psionic Weapon, base attack bonus +3 or higher.
Improved Rapid Metabolism	Con 13+, Rapid Metabolism.
Inertial Armour	Reserve power points 1+.
Inner Strength	
Layered Psionic Defence	Psychic Bastion.
Master Dorje	
Maximise Power	
Maximise Psionic Attack	Cha 13+, Mental Adversary
Mental Adversary	Cha 13+.
Mental Leap	Str 13+, 6 ranks of the Jump skill, reserve power points 3+.
Metacreative	Any item creation feat.
Metaphysical Armouring	
Mind Leach	Psychic Bastion, Mind Trap.
Mindtrap	Psychic Bastion.
Mirror Mind	Psychic Bastion.
Penetrating Psionic Fist	Str 13+, Psionic Fist, Unavoidable Strike, base attack bonus +6 or higher.
Penetrating Psionic Shot	Dex 13+, Point Blank Shot, Psionic Shot, Fell Shot, base attack bonus +6 or higher.
Penetrating Psionic Weapon	Str 13+, Power Attack, Psionic Weapon, Deep Impact, base attack bonus +6 or higher.
Persistent Power	Extend Power.
Power Penetration	
Power Psicrystal	Psicrystal class ability, ability to manifest 3rd level psionic powers.
Power Touch	Str 13+, Psionic Fist.
Psionic Ability Drain	Cha 13+, Mental Adversary, Disarm Mind, Vampire Mind.
Psionic Attack Focus	Cha 13+, Mental Adversary
Psionic Body	
Psionic Charge	Wis 13+, Speed of Thought, reserve power points 3+.
Psionic Dodge	Dex 13+, Dodge, reserve power points 5+.
Psionic Fist	Str 13+.
Psionic Focus	
Psionic Ghost Fist	Str 13+, Psionic Fist.
Psionic Ghost Shot	Dex 13+, Point Blank Shot, Psionic Shot.
Psionic Ghost Weapon	Str 13+, Power Attack, and Psionic Weapon.
Psionic Initiative	Improved Initiative, reserve power points 5+.
Psionic Metabolism	Con 13+, Rapid Metabolism.
Psionic Multifist	Str 13+, Psionic Fist, base attack bonus +3 or higher.
Psionic Multishot	Str 13+, Point Blank Shot, Psionic Shot, base attack bonus +3 or higher.
Psionic Multiweapon	Str 13+, Power Attack, Psionic Weapon, base attack bonus +3 or higher.
Psionic Shot	Dex 13+, Point Blank Shot.
Psionic Strike	Str 13+, Psionic Fist, reserve power points 1+.
Psionic Weapon	Str 13+, Power Attack.

Psychic Bastion	
Psychic Inquisitor	Cha 13+, Psychoanalyst.
Psychic Critical	Power Attack
Psychic Sense	Wis 17+, reserve power points 5+.
Psychoanalyst	Cha 13+.
Quicken Power	
Quicken Psionic Attack Mode	
Quiet Whisper of the Mind	Cha 15+, Psychoanalyst, Psychic Inquisitor, reserve power points 3+.
Rapid Metabolism	Con 13+.
Return Shot	Dex 13+, Point Blank Shot, Psionic Shot, reserve power points 5+.
Solidify Inertial Armour	Inertial Armour, Strengthen Inertial Armour, reserve power points 3+, base attack bonus +4 or higher.
Speed of Thought	Wis 13+, reserve power points 1+.
Stand Spell	Str 13+, reserve power points 1+.
Strengthen Inertial Armour	Inertial Armour, reserve power points 1+, base attack bonus +3 or higher.
Talented	
Inner Strength.	
Third Eye	Wis 13+.
Trigger Power	Inner Strength, Talented, reserve power points .
Trigger Psionic Defence	Psychic Bastion, reserve power points (see below)
True Power of the Mind	
Twin Power	
Twin Psionic Attack	Cha 13+, Mental Adversary
Unavoidable Strike	Str 13+, Psionic Fist, base attack bonus of +3 or higher.
Up the Walls	Wis 13+, Speed of Thought, Psionic Charge, reserve power points 5+.
Vampire Mind	Cha 13+, Mental Adversary, Disarm Mind.
Vigilant Psychic Defender	Psychic Bastion, reserve power points 2+.
Way of the Gargoyle	Combat Reflexes, Psionic Focus (Psychometabolism), reserve power points 5+.

FEATS OF THE MONSTROUS

Feat	Prerequisites
Area Power Resistance	Creature type (aberration, dragon, elemental, fey, magical beast, outsider, shapechanger or undead).
Area Spell Resistance	Creature type (aberration, dragon, elemental, fey, magical beast, outsider, shapechanger or undead).
Channelled Resistance	
Enlarge Breath Weapon	
Extra Primeval Ability	Innate supernatural or spell-like ability.
Flyby Attack (General)	Fly speed.
Focused Primeval Ability	Innate supernatural or spell-like ability.
Greater Focused Primeval Ability	Innate supernatural or spell-like ability, Focused Primeval Ability.
Greater Innate Spell-Like Ability	Innate spell-like ability, Innate Spell Penetration.
Heighten Primeval Ability	Innate supernatural or spell-like ability.
Improved Multiweapon Fighting	Three or more hands, Dex 15+, Multidexterity, Multiweapon Fighting, base attack bonus +9 or higher,
Improved Resistance	Innate spell resistance or power resistance.
Innate Metamagic	Int 11+, innate spell-like ability, ability to cast spells, one or more metamagic feats.
Innate Spell-Like Penetration	Innate spell-like ability.
Multiattack	Three or more natural weapons.
Multidexterity	Dex 15+, three or more arms.
Multiweapon Fighting	Three or more hands.
Power Resistance: Clairsentience and Telepathy	Power Spell Like Abilities
Innate spell-like ability.	
Primeval Power	Innate supernatural or spell-like ability.
Ranged Resistance	Channelled Resistance.
Resistance Counterspell	Channelled Resistance, Ranged Resistance.
Resistance Power Turning	
Resistance Spell Turning	
Resistance: Illusion	
Spell Resistance: Divination	
Spirited Dive	Fly speed, Flyby Attack.
Spontaneous Spell-Like Casting	Innate spell like ability, ability to cast spells.
Supernatural Resistance	
Turn/Rebuke Resistance	

FEATS OF POWER

Feat	Prerequisites
Arcane Shaper	Quicken Spell.
Area Control	
Bounce Spell	Enlarge Spell.
Chain Spell	
Channel Touch Spell	
Concentration Spell	
Cone Control	The ability to use a breath weapon or cast an offensive spell with a 'cone' area of effect, Spellcraft 15 ranks.
Controlled Burst	
Dance the Spell	Perform (dance) 6 ranks.
Destructive Force	
Empower Spell	
Encompassing Spell	Enlarge Spell, Grow Spell.
Energy Preservation	
Enlarge Spell	
Expand Spell	
Extend Spell	
Farcasting	Enlarge spell
Fast Spell	
Fire to Ice	Ability to cast arcane or divine spells with a fire based component.
Giveaway Spell	
Greater Held Charge	
Grow Spell	
Hardened Spell	Spell Focus in the appropriate school.
Heighten Spell	
Hide Spell	
Hole in the Middle	
Imbue Weapon Strike	Channel Touch Spell.
Impact Spell	Arcane spellcaster, Heighten Spell.
Lasting Spell	Extend Spell, able to cast 3rd level or higher arcane spells.
Learned Metamagic	Ability to cast arcane spells without preparation (like a bard or sorcerer), Int 13+, Spellcraft 8+, Knowledge (arcana) 8+ ranks, any Metamagic feat.
Maximise Spell	
Metaspell	Ability to cast arcane spells without preparation (like a bard or sorcerer).
Mindless Effort	Concentration 10 ranks.
Powerless Spell	
Rapid Scribing	Scribe Scroll feat.
Rapturous Spell	Access to the Enchantment school of arcane magic or the Charm domain.
Ready Spell	Caster level 5+.
Quicken Spell	
Restore Effort	Mindless Effort.
Restrain Spell	Spellcraft 8 ranks.
Ritual Spell	
Silent Spell	

Sing the Spell	Perform (sing) 6 ranks.
Slow Spell	Any Metamagic feat.
Spell Affinity	Int 13+, ability to cast 1st level arcane spells without preparation.
Spell Chain	Quicken Spell.
Stable Spell	
Still Spell	
Strafing Cone/Ray	
Stylise Spell	Access to the Illusion school.
Subtle Spell	Spellcraft skill.
Touch to Ray	
Transfer Spell	
Trick Spell	Spell Focus.
Virus Spell	

FEATS OF SKILL

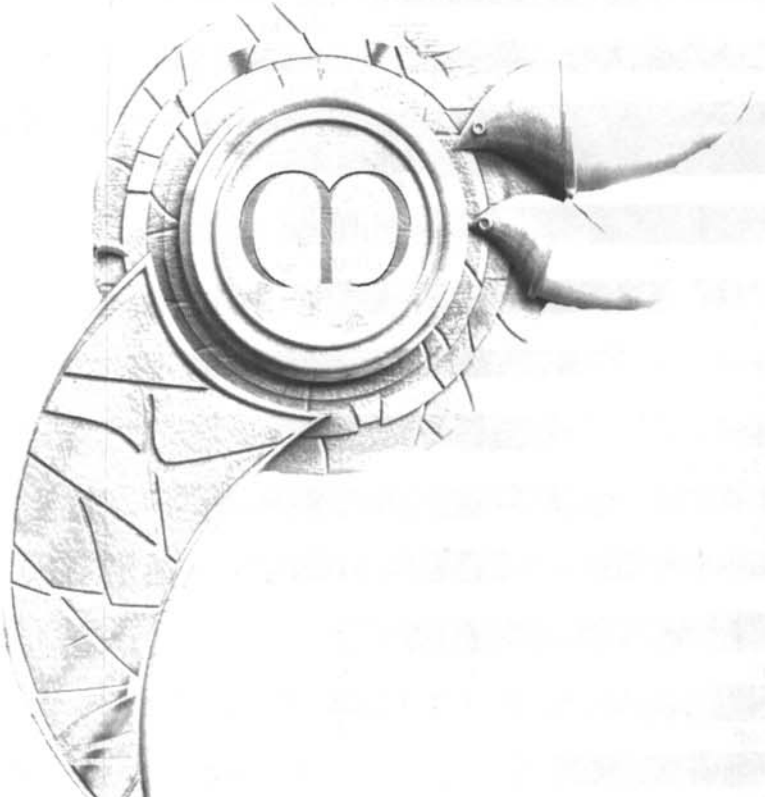
Feat	Prerequisites
Additional Spell	Spellcaster Level 1+.
Aerobatics	
Aggressive Casting	Concentration skill.
Agile	
Alertness	
Amazing Agility	Balance 12 ranks
Ambitious Leader	Cha 13+, Leadership
Animal Friend	Cha 13+.
Apothecary	
Arcane Expert	
Arcane Strike	Spellcaster level 1+.
Arcane Ward	
Area of Expertise	Int 13+.
Artisan	At least 1 rank in three different Craft skills.
Astrologer	Knowledge (astrology).
Astrologic Magic	Spellcaster.
Atheist	You must not subscribe to any religion.
Bargain	Cha 13+.
Beast Tongues	
Blind Casting	Blind-fight
Bonus Spell Focus	Spellcaster level 4+.
Bookworm	
Born to Ride	Ride skill.
Break Fall	Dex 13+, Climb skill, Tumble skill.
Brutal	
Camouflage	Hide skill
Campaigner	
Cantrip Mastery	Caster level of 3+ , Knowledge (arcana) skill 5 ranks.
Cantrips	Int 13+, Knowledge (Arcana)
Cast-Iron Stomach	Con 13+.
Caustic Wit	
Chosen Animal	Animal Empathy skill.
Cold and Cunning	
Combat Casting	

Combat Co-ordinator	Wis 15+, Base attack bonus of +6 or higher.
Confirmed Cynic	
Controlled Breathing	
Create Camouflage	Hide skill 5 ranks, knowledge of terrain used.
Cross-Class Learning	
Cross-Class Secrets	
Daredevil	
Dark Ancestry	
Death Trance	Base attack bonus +1 or higher.
Defensive Casting	Dodge.
Detect Poison	
Dire Threats	Wis 13+.
Disease Resistance	
Dodge Arrows	
Double-Jointed	
Draconic Bloodline	
Draconic Will	Iron Will
Dragonslayer	
Dragonblood	Cha 13+.
Dragon-Blooded	
Dragon Eyes	Wis 12+, Dragon-Blooded.
Dragon Friend	Cha 13+, Int 13+, and ability to speak draconic.
Dragon Senses	Wis 12+, Dragon-Blooded, Dragon Eyes.
Dreams of the Past	Neutral alignment, Wis 12+.
Duck & Weave	Dex 15+.
Ear of Royalty	
Ears of the Fox	Listen skill.
Eidetic Memory	
Elemental Attunement	Wis 13+.
Emissary	Cha 13+.
Endurance	
Endurance Swimmer	Str 13+, Endurance.
Enter the Unconscious Mind	Concentration 6 ranks.
Etiquette	Cha 13+.
Expert Climber	Dex 15+.
Expert Healing	Heal skill 5 ranks.
Eye for Quality	Wis 15+.
Eyes of the Hawk	Spot skill.
Fair Visage	
Fake Spell	Spellcraft skill.
Fast Mover	Dex 15+, Run.
Fearless	Iron Will.
Find Flaw	Craft skill, Knowledge (engineering) skill.
Fletcher	Craft (bowmaking) skill.
Forage	Wilderness Lore skill.
Fortune	
Focused	
Gifted Learner	
Golden Tongue	
Grace Under Pressure	
Great Fortitude	
Greater Disease Resistance	Disease Resistance.
Grim Determination	Fearless, Iron Will.

Greater Poison Resistance	Poison Resistance.
Greater Spell Toughness	Spell Toughness, Will save +6.
Green Thumb	
Herculean Effort	
Hide Tracks	Track.
Icy Calm	Wis 13+.
Improved Alertness	Alertness.
Improved Caster Level	Multiclass spellcaster
Improved Concentration	Skill Focus (concentration)
Improved Endurance	
Improved Low-light Vision	Low-light vision.
Improved Recovery	Con 13+.
Improved Toughness	Toughness, base attack bonus +3 or higher.
Increased Carrying Capacity	
Indefatigable Hero	Great Fortitude, Iron Will
Inner Depths of the Soul	Int 13+, Wis 13+, Cha 13+.
Inspire Loyalty	Leadership, Inspiring Leader.
Inspiring Leader	Cha 13+, Leadership
Iron Will	
Keen-Eyes	
Knowing Glance	Diplomacy, Listen, Sense motive and Spot skills.
Knowledge Focus	Int 13+
Learning Mastery	
Learning Sacrifice	
Legendary Toughness	Con 13+, Great Fortitude, Toughness, base attack bonus +12 or higher
Life Line	
Light Sleeper	
Lightning Reflexes	
Linked Learning	5 or more ranks in both skills to be linked.
Lookout	
Magic Secret	
Mark of the Fey	
Master Helmsman	Knowledge (seamanship) 8 ranks
Mimicry	Perform skill.
Mind's Eye	Iron Will.
Minor Spell Mastery	
Mount Empathy	Animal Empathy skill, Ride skill, speak Sylvan or be an elf.
Natural Centre	Concentration skill 10 ranks, Sense Motive skill 10 ranks.
Natural Leader	
Nature Sense	Wis 15+, elf or able to cast 1st level divine spells.
Night Owl	
Non-Threatening	Size small or lower.
Opera Training	Dex 13+.
Pack Mule	
Pack Rat	
Personable	
Pidgin	
Play Dead	Bluff skill.
Poetic Speech	
Poison Resistance	
Poison Tolerance	Poison Use, Con 13+.

Poison Use	Alchemy
Polar Bear Skin	
Political Manoeuvring	Diplomacy skill 10 ranks, Sense Motive skill 10 ranks.
Port Savvy	
Power resting	
Powerful Voice	
Pressure Survival	
Prophetic Birth	
Prophetic Dreamer	GM's permission
Prophetic Dreams	Con 15+, elf or ability to enter a mystic trance.
Quick Learner	Int 15+.
Rapid Movement	A burrow, climb, fly, or swim movement rate.
Research Genius	Int 12+, Spellcaster level 5+
Research Trinity	
Resist Fey	Targeted by hostile fey magic on three separate occasions.
Resourceful	
Rhetoric	
Ritual Cannibalism	Non-good alignment, Heal skill, Wilderness Lore skill.
Ritualistic Action	
Rope Climber	Dex 13+.
Run	
Sage Focus	Int 15+, 5 or more ranks in a single Knowledge skill
Scavenger	
Scent	
Scholar	Int 13+.
Sea Legs	Must have spent at least 3 months at sea.
Seduction	
Sense Magic	Spellcraft skill.
Shadecall	Shadehand, Shadetongue, Cha 15+.
Shadehand	Shadesight, Great Fortitude, Con 15+.
Shadesight	Wis 15+, suffered negative level drain from undead attack.
Shadetongue	Shadesight, Cha 15+.
Shadowleap	Shadow Jump class ability.
Shanty Man	Perform skill.
Sign of the Crown	
Sign of the Eye	
Sign of the Fan	
Sign of the Scroll	
Sign of the Steed	
Sign of the Trumpet	
Silver Spoon	
Singleminded	
Skill Concentration	Skill Focus in the specified skill
Skill Focus	
Skill Knack	
Skill Mastery	5 ranks in 6 different skills.
Slippery Mind	Cha 13+, Bluff skill.
Skill Perfection	Skill Concentration in the specified skill
Skill Specialisation	Key ability 13+ for the chosen skill.
Small Stature	Humans only.
Smooth Talker	Cha 13+.
Social Scourge	Cha 13+.

Social Graces	Cha 13+.
Spell Focus	
Spell Level Combination	Primary ability score 13+, Concentration skill, Knowledge (arcana) 10 ranks, Special Training.
Spell Penetration	
Spell Toughness	Base Will save +4.
Stand Against Spell	Great Fortitude
Steady Captain	Knowledge (seamanship) skill 6 ranks, Leadership, must be captain of a ship
Storm Sense	
Strength of the Earth	Toughness.
Strong-Arm	Str 13+ or Con 13+.
Student of the Arts	Cha 14+, Dex 14+.
Summoning Concentration	
Stunning Beauty	Fair Visage or Cha 18+, Bluff skill.
Strong Swimmer	Swim 8 ranks, Str 13+.
Taunt	Cha 13+.
Tiger Treads on Eggshells	
Thick Skin	
Torturer	Non-good alignment, Intimidate skill.
Tough Skin	
Toughness	
Trailblazing	Track feat.
Traps	
Ventriloquism	Perform skill.
Versatile	



FEATS OF STEALTH AND SONG

Feat	Prerequisites
Agonising Strike	Painful Strike.
Analyze Unliving	Rogue class level 1+, Dex 13+, Wis 13+.
Arcane Expertise	Bard level 3+.
Arcane Knowledge	Arcane Sensitivity.
Arcane Sensitivity	Use Magic Device skill.
Back Alley Brawler	Base attack bonus +2 or higher.
Blinding Strike	Back Alley Brawler.
Cautious	Expertise feat.
Cold-Blooded Killer	Death Attack, base attack bonus +7 or higher.
Conceal Weapon	
Contacts	Gather Information skill 8 ranks.
Contemptible Target	Low Key, maximum Str 13+.
Contortionist	Dex 13+.
Compelling Song	Cha 15+, Perform skill 6 ranks, bard level 1+.
Crippling Strike	Sneak Attack class ability.
Earth Harmonics	Dwarf, Bardic music ability, Perform skill 5 ranks.
Enthral	Perform skill 6 ranks.
Expert Bardic Knowledge	Perform skill 10 ranks, Gather Information skill 6 ranks.
Extra Bardic Music	Bardic Music class ability.
Favoured Instrument	Bardic music class ability.
Foul Sneaking	Sneak Attack ability.
Greedy Eyes	
Improved Equilibrium	Dex 13+, Balance skill 4 ranks, Climb skill 4 ranks.
Improved Sneak Attack	Weapon Focus with the particular weapon
Increased Precision	Far shot, base attack bonus +6 or higher.
Intercepting Voice	Cha 15+, Perform 3 ranks, bardic music class ability.
Light Footed	Dex 13+.
Lightning Grab	Improved Initiative, Dex 15+.
Low Key	
Nimble Fingers	Escape Artist, Open Lock, Pick Pocket skills.
Painful Strike (Rogue)	Back Alley Brawler, base attack bonus +3 or higher.
Perceived Alignment	Int 13+.
Perfectly Still	Dex 13+.
Poison Reaper	Poison Craftsman.
Skill Sacrifice	Cha 15+, bard class level 3+.
Smear Campaign	Cha 13+.
Songs of the Suggestive Siren	Cha 17+, Perform skill 9 ranks, bard level 1+.
Songs of Triumph	Cha 15+, Perform skill 6 ranks, bard level 1+.
Splintering Strike	Base attack bonus +3 or higher.
Subtle Manipulator	
Voice of Inner Strength	Cha 17+, Perform 15 ranks, bard level 1+.
Trapmaster	Dex 15+.
Wall Fighter	Expert Climber.
Worldly Knowledge	Bardic knowledge. May only be taken at 1st level.
Wounding Strike	Crippling Strike class ability.

FEATS OF THE UNLIVING

Feat	Prerequisites
Animation by Touch	*Animate dead*, Death Touch.
Augment Undead	Knowledge (necrology) skill.
Command Undead	Knowledge (necrology) 8 ranks skill.
Death Touch	Knowledge (necrology)skill.
Empower Undead	Augment Undead, *animate dead* spell.
Replicate the Divine	Any other Necromantic feat.
Resist Magic	Knowledge (necrology) skill 11 ranks.
Spirit Dissertation	Augment Undead, Replicate the Divine, Knowledge (necrology) 6 ranks.

FEATS OF TODAY AND THE FUTURE

Feat	Prerequisites
…A Gun In The Other	Drive By, base attack bonus +6 or higher.
Armour Proficiency (Powered)	Armour Proficiency (light), Armour Proficiency (medium), Armour Proficiency (heavy).
Armour Proficiency (Vac Suit)	Amour Proficiency (Heavy)
Armed to the teeth	Base attack bonus +6 or higher, Crack Shot
Assassin	Proficiency in melee weapon used, Weapon Specialisation, BAB +8 or higher.
Autofire	Point Blank Shot, Precise Shot, Martial Weapon Proficiency, Technical Proficiency, Dex 13+.
Baby It	You may ignore any penalties caused by the first critical suffered by a vehicle you are operating.
Bike Leap	Ride skill.
Bike Wheelie	Ride skill.
Circumspect	Wisdom 13+
Co-ordinate Fire	Base attack bonus +6 or higher.
Demolition Derby	Skill focus (drive), Oversteer
Diver	Swim skill 5+ ranks.
Diving specialist	Swim skill 8+ ranks, Diver.
Drive By	Ride Shotgun, base attack bonus +3 or higher.
Drive-By Boot	Base attack bonus +4 or higher, Ride skill.
Dumb Luck	
Crack Shot	
EW Specialist	
Firm Hand	Dex 13+
Games Designer	Bluff skill, Craft (games) 12 ranks.
Geological Survey	Profession (prospector) 5+ ranks or Knowledge (geology) 5+ ranks.

Feat	Prerequisites
Hacker	Computer use skill 5+ ranks
Heavy Gravity Adaptation	You may not already have the Zero-G/Low Gravity Adaptation feat.
Improved Interrogation	Cha 13+.
Improved Zero-G/Low Gravity Adaptation	Zero-G/Low Gravity Adaptation.
In My Sights	Int 13+, Grease Monkey
Instant Hotwire	Mechanics skill 2+, Open Locks skill 2+.
Internet Junkie	Computer Use skill, Gather Information skill
Legal Eagle	Knowledge (Law) skill 5+ ranks.
Medical Specialisation	
Natural Compass	
Override Security	Hacker.
Oversteer	Firm Hand.
Speed Trigger	Base attack bonus +3 or higher.
Starship Piloting	Pilot skill
Surgery	Medicine skill rank of 8+
Technically Minded	Intelligence 15+
Weapon Proficiency (automatic weapons)	
Weapon Proficiency (Field Artillery)	
Weapon Proficiency (heavy weapons)	
Weapon Proficiency (Lasers)	
Weapon Proficiency (rifles)	
Weapon Proficiency (Ship's Weaponry)	
Weapon Proficiency (shotguns)	
Xeno-Empathy	
Zero-G Combat	Vacc Suit feat
Zero-G/Low Gravity Adaptation	Armour (vac Suit) feat. Must nor already have the Heavy Gravity Adaptation feat.

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Arcane Understanding, Armoured Caster, Bookworm, Cannibalistic Casting, Cantrip, Cantrip Mastery, Concerted Attack, Controlled Burst, Craft Magic Tattoo, Create Camouflage, Cross-class Learning, Defensive Casting, Defensive Position, Defensive Study, Destructive Force, Determined Soul, Divine Dominion, Divine Gift, Expert Cower, Expert Healing, Fast Mover, Favored Class, Find Flaw, Flurry Of Blows, Gifted Learner, Greater Divine Dominion, Greater Held Charge, Hardy Brawler, Learning Mastery, Learning Sacrifice, Life Line, Linked Learning, Mind's Eye, Mindless Effort, Natural Leader, Pack Mule, Pack Rat, Quick Defense, Recharge, Research Genius, Research Trinity, Restore Effort, Skill Mastery, Skill Perfection, Soul Sacrifice, Spell Learning Combination, Spell Level Combination, Stand Against Spell, Touch Mastery, Transference By: Bradley H. Bemis Jr.;
Accurate Attack, Fearsome Display, Flashy Attack By: Brendan Quinn;
Create Opportunity, Double Weapon Fighting, Tumbling Attack By: Brian A. Smith;
Additional Domain, Aggressive Casting, All-out Attack, Area Control, Armed Deflect Arrows, Attack Focus, Beast Tongues, Big Familiar, Body Combat, Cadaverous Familiar, Called Shot, Camouflage, Channel Against Outsiders, Clinch, Close Order Combat, Concentration Spell, Cross-class Secrets, Defensive Stance, Demolition, Dexterous Dodge, Divine Dispel, Domain Mastery, Double Step, Expanded Domains, Extend Spell List, Fake Spell, Familiar Development, Familiar Feat, Familiar Feat Merge, Familiar Focus, Fast Item Creation, Fast Spell, Fencing Stance, Flurry Of Blades, Fortune, Foul Sneaking, Giveaway Spell, Greater Overrun, Hide Tracks, Hole In The Middle, Improved Caster Level, Improved Deflect Arrows, Improved Dodge, Improved Feint, Improved Mounted Combat, Improved Recovery, Improved Toughness, Improvised Weapons, Lethal Fist, Light Sleeper, Magic Secret, Main Gauche, Mimicry, Mounted Dodge, Opportunity Counterspell, Opportunity Shot, Pack Attack, Pack Initiative, Pidgin, Piercing Shot, Pin Weapon, Poison Resistance, Poison Tolerance, Poison Use, Pole Fighting, Power Finesse, Powerless Spell, Rank Fighting, Reflex Set, Riposte, Ritual Spell, Seduction, Sense Magic, Skill Knack, Slow Spell, Spear And Shield, Stable Spell, Summoning Concentration, Two-weapon Combination, Ventriloquism, Ward, Weapon Juggle, Weapon Tricks, Wild Rider By: Carl Cramér;
Expanded Domains By: Curtis Bennett;
Apothecary, Area Power Resistance, Area Spell Resistance, Armed Deflect Arrows, Armed Flurry Of Blows, Armoured Vigilance, Channel Psionic Touch, Channel Touch Spell, Channeled Resistance, Cold-blooded Killer, Combat Fury, Crystal Psiweapon, Detect Poison, Discover Psionic Combat Mode, Discover Psionic Power, Disease Resistance, Divine Armour, Divine Armour Of The Soul, Divine Fist, Divine Flame, Divine Fury, Divine Ghost Armour, Divine Ghost Weapon, Divine Impact, Divine Sight, Divine Weapon, Divine Wrath, Domain Focus, Domain Mastery, Double Weapon Fighting, Draconic Bloodline, Elven Swordmastery, Enhanced Draconic Bloodline, Enlarge Breath Weapon, Extra Rage, Extra Wild Shape, Familiar Development, Familiar Focus, Familiar Focus, Fiery Rage, Fire To Ice, Focused Primeval Ability, Focused Psionic Power, Ghost Touch, Gigantic Weapon, Greater Disease Resistance, Greater Focused Primeval Ability, Greater Innate Spell-like Penetration, Greater Poison Resistance, Greater Psionic Attack Focus, Greater Spell Toughness, Heighten Primeval Ability, Herculean Effort, Improved Crystal Psiweapon, Improved Inertial Armour, Improved

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Multiweapon Fighting, Improved Power Double Weapon, Improved Psionic Buffer, Improved Psionic Dodge, Improved Psionic Fist, Improved Psionic Metabolism, Improved Psionic Shot, Improved Psionic Weapon, Improved Rapid Metabolism, Improved Resistance, Improved Spells Per Day, Innate Metamagic, Innate Spell-like Penetration, Instant Awakening, Intuitive Spell Knowledge, Ki Of The Masters, Layered Psionic Defense, Learned Metamagic, Legendary Toughness, Maximize Psionic Attack, Metaffinity, Metaphysical Armouring, Metaspell, Mind Leach, Mirror Mind, Monk Weapon Mastery, Night Owl, Opportunity Shot, Penetrating Ki Strike, Penetrating Psionic Fist, Penetrating Psionic Shot, Penetrating Psionic Weapon, Power Double Weapon, Power Psicrystal, Power Resistance: Clairsentience & Telepathy, Power Spell-like Abilities, Primeval Power, Profane Death Blow, Profane Ghoul Strike, Profane Shadow Strike, Profane Shadowspawn, Profane Wight Strike, Profane Wightspawn, Profane Wraith Strike, Profane Wraithspawn, Psionic Ability Drain, Psionic Attack Focus, Psionic Ghost Fist, Psionic Ghost Shot, Psionic Ghost Weapon, Psionic Initiative, Psionic Multifist, Psionic Multishot, Psionic Multiweapon, Psionic Strike, Psychic Sense, Quicken Divine Channeling, Quicken Psionic Attack Mode, Quicksilver, Quiet Whisper Of The Mind, Ranged Resistance, Resistance Counterspell, Resistance Power Turning, Resistance Spell Turning, Resistance: Illusion, Shadowleap, Solidify Inertial Armour, Spell Affinity, Spell Resistance: Divination, Spirited Dive, Spontaneous Metacasting, Spontaneous Spell-like Casting, Stalwart Defender, Strengthen Inertial Armour, Strike Favored Enemy, Supernatural Resistance, Third Eye, Threatened Reach, Tornado Attack, Touch To Ray, Trigger Psionic Defense, True Power Of The Mind, Turn/rebuke Resistance, Twin Psionic Attack, Twin Weapon Fighting, Vampire Mind, Vigilant Psychic Defender, Whirlwind Defense, Whirlwind Strike, Zealous Smite By: Eric D. Harry;
Alternate Attack, Ambitious Leader, Battle Leader, Cleave Asunder, Combat Focus, Combat Opportunist, Combat Surge, Combat Tactics, Deflect Attack, Deft Lunge, Ever-ready Shield, Expert Aim, Fracture, Hardened Spell, Impact Spell, Improved Combat Focus, Improved Deflect Attack, Improved Sneak Attack, Inner Depths Of The Soul, Inspiring Leader, Missile Proof, Penetrating Shot, Self Item, Shield Mastery, Spell Toughness, Sudden Action, Tap Item, Trick Spell, Vital Strike, Way Of The Gargoyle By: Michael J. Kletch;
Touch Of Grace By: Paul King;
Power Resting By: Peter K. Campbell;
Aerobatics, Expand Spell, Improved Subdue, Transfer Spell By: Rebecca Glenn (Becky);
Knowledge Focus, Sage Focus, Smooth Talker, Wildcasting By: Rick Coen;
Armour Focus, Create Wondrous Creature, Improved Subdual, Shield Expertise, Shield Focus, Subtle Spell, Team Fighting By: Scott Metzger;
Anything Goes Combat, Campaigner, Heroic Recovery, Manic Depressive, Pain Is My Friend, Prophetic Dreamer, Pull Blow, Silver Spoon, Spirit Of Vengeance, Stone Thrower, Stylize Spell By: Sigfried Trent;
Familiar Development By: Sébastien Adhikari;
Bonded Weapon, Counter Strike, Skilled Parry By: Tyson Neumann;
Bonus Spells Focus, Extra Bardic Music, Known Spells Focus, Powerful Voice, Skill Specialization By: William Setzer;

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